

DUNGEON DATA: VERSION 1.0

Welcome to ZORK!

You are near a large dungeon, which is reputed to contain vast quantities of treasure. Naturally, you wish to acquire some of it. In order to do so, you must of course remove it from the dungeon. To receive full credit for it, you must deposit it safely in the trophy case in the living room of the house.

In addition to valuables, the dungeon contains various objects which may or may not be useful in your attempt to get rich. You may need sources of light, since dungeons are often dark, and weapons, since dungeons often have unfriendly things wandering about. Reading material is scattered around the dungeon as well; some of it is rumored to be useful.

To determine how successful you have been, a score is kept. When you find a valuable object and pick it up, you receive a certain number of points, which depends on the difficulty of finding the object. You receive extra points for transporting the treasure safely to the living room and placing it in the trophy case. In addition, some particularly interesting rooms have a value associated with visiting them. The only penalty is for getting yourself killed, which you may do only twice.

Of special note is a thief (always carrying a large bag) who likes to wander around in the dungeon (he has never been seen by the light of day). He likes to take things. Since he steals for pleasure rather than profit and is somewhat sadistic, he only takes things which you have seen. Although he prefers valuables, sometimes in his haste he may take something which is worthless. From time to time, he examines his take and discards objects which he doesn't like. He may occasionally stop in a room you are visiting, but more

often he just wanders through and rips you off (he is a skilled pickpocket).

West of House This is an open field west of a white house, with a boarded front door. DOOR SMALL MAILBOX (There is a small mailbox here.) WELCOME MAT [SMALL LEAFLET]	(look house) The house is a beautiful colonial house which is painted white. It is clear that the owners must have been extremely wealthy. (open door) The door cannot be opened. (burn door) You cannot burn this door. (knock on door) I don't think that anybody's home. (east) The door is locked, and there is evidently no key. (open mailbox) You open the small mailbox, revealing a small leaflet. (find house) It's right in front of you. Are you blind?
North of House You are facing the north side of a white house. There is no door here, and all the windows are barred.	(south) The windows are all barred.
Behind House You are behind the white house. In one corner of the house there is a small window which is slightly ajar [is opened]. " WINDOW	(open window) With great effort, you open the window far enough to allow entry. (close window) The window closes (more easily than it opened). (enter house) I can't see how to get in from here.
South of House You are facing the south side of a white house. There is no door here, and all the windows are barred.	(north) The windows are all barred.
Forest (#1) This is a forest, with trees in all directions around you.	(climb tree) (in many forest locations) There is no tree here suitable for climbing. (random forest emit) You hear in the distance the chirping of a song bird. (find house) It was just here a minute ago...
Forest (#2) This is a forest, with trees in all directions around you.	
Forest (#3)	

This is a dimly lit forest, with large trees all around. To the east, there appears to be sunlight.	
Forest (#4) This is a dimly lit forest, with large trees all around. One particularly large tree with some low branches stands here. LARGE TREE	(climb tree) (goes to next)
Forest (#5) This is a large forest, with trees obstructing all views except to the east, where a small clearing may be seen through the trees.	
Up a Tree (Branch) You are about 10 feet above the ground nestled among some large branches. The nearest branch above you is above your reach. BIRDS NEST JEWEL-ENCRUSTED EGG LARGE TREE (if item below) On the ground below you can see:	(climb tree) You cannot climb any higher. (drop good egg) The egg falls to the ground, and is seriously damaged. (drop bad egg) The broken jewel-encrusted egg falls to the ground.

Clearing You are in a clearing, with a forest surrounding you on the west and south. PILE OF LEAVES [GRATE] (There is a grating securely fastened into the ground.)	(look under leaves) Underneath the pile of leaves is a grating. (take/move leaves) A grating appears on the ground. (open grate) There is an open grating, descending into darkness. (open grate) The grating is locked. (?)You can't go through the closed grating. (find house) It seems to be to the southwest.
Canyon View You are at the top of the Great Canyon on its south wall. From here there is a marvelous view of the Canyon and parts of the Frigid River upstream. Across the canyon, the walls of the White Cliffs still appear to loom far above. Following the Canyon upstream (north and northwest), Aragain Falls may be seen, complete with rainbow. Fortunately, my vision is better than average and I can discern the top of the Flood Control Dam #3 far to the distant north. To the west and south can be seen an immense forest, stretching for miles around. It is possible to climb down into the canyon from here. CLIFF	
Rocky Ledge You are on a ledge about halfway up the wall of the river canyon. You can see from here that the main flow from Aragain Falls twists along a passage which it is impossible to enter. Below you is the canyon bottom. Above you is more cliff, which still appears climbable. CLIFF	
Canyon Bottom You are beneath the walls of the river canyon which may be climbable here. There is a small stream here, which is the lesser part of the runoff of Aragain Falls. To the north is a narrow path. CLIFF	

Rainbow Room You are on top of a rainbow (I bet you never thought you would walk on a rainbow), with a magnificent view of the Falls. The rainbow travels east-west here. There is an NBC Commissary here.	(wave stick) The structural integrity of the rainbow seems to have left it, leaving you about 450 feet in the air, supported by water vapor.
End of Rainbow (Beach) You are on a small, rocky beach on the continuation of the Frigid River past the Falls. The beach is narrow due to the presence of the White Cliffs. The river canyon opens here and sunlight shines in from above. A rainbow crosses over the falls to the west and a narrow path continues to the southeast. RAINBOW [POT OF GOLD]	(?) The sharp rocks endanger your boat.
Kitchen You are in the kitchen of the white house. A table seems to have been used recently for the preparation of food. A passage leads to the west and a dark staircase can be seen leading upward. To the east is a small window which is (open)/(closed). BROWN SACK GLASS BOTTLE WINDOW	(enter chimney) You hit your head against X as you attempt this feat. (down) Only Santa Claus climbs down chimneys.
Living Room You are in the living room. There is a door to the east, (a wooden door with strange gothic lettering to the west, which appears to be nailed shut)/(To the west is a cyclops-shaped hole in an old wooden door, above which is some strange gothic lettering), and a large oriental rug in the center of the room.[and a (closed)(open)-trap door at your feet.][and a rug lying beside an open trap-door.]” CARPET TROPHEY CASE LAMP	(read lettering) The engravings translate to 'This space intentionally left blank' (open wooden door) The door cannot be opened. (west) The door is nailed shut. (open trap door) The door reluctantly opens to reveal a rickety staircase descending into darkness. (take case) The trophy case is securely fastened to the wall (perhaps to foil any attempt by robbers to remove it). (Open case) You open the trophy case. (put in case) You put X into the trophy case.

SWORD NEWSPAPER WOODEN DOOR [TRAP DOOR] Your collection of treasures consists of:	(move rug) With a great effort, the rug is moved to one side of the room. With the rug moved, the dusty cover of a closed trap-door appears. (move rug – again) Having moved the carpet previously, you find it impossible to move it again. (take rug – before move) The rug is too heavy to lift, but in trying to take it you have noticed an irregularity beneath it. (take rug – after move) The rug is extremely heavy and cannot be carried. (look under rug) Underneath the rug is a closed trap door. (ONCE ALL TREASURES IN PLACE) Suddenly a sinister wraithlike figure, cloaked and hooded, appears seeming to float in the air before you. In a low, almost inaudible voice he says, "I welcome you to the ranks of the chosen of Zork. You have persisted through many trials and tests, and have overcome them all, dispelling the darkness of ignorance and danger. One such as yourself is fit to join even the Implementers!" He then raises his oaken staff, and chuckling, drifts away like a wisp of smoke, his laughter fading in the distance. (before endgame was finished?) Unfortunately, as the wraith fades, in his place appears a tastefully lettered sign reading: "Soon to be Constructed on this Site A Complete Modern Zork Endgame Designed and Built by the Frobozz Magic Dungeon Company
Attic This is the attic. The only exit is stairs that lead down. BRICK ROPE KNIFE	
Cellar	(when going down) The trap door crashes shut, and you hear someone barring it.

You are in a dark and damp cellar with a narrow passageway leading east, and a crawlway to the south. On the west is the bottom of a steep metal ramp which is unclimbable. TRAP DOOR	(west) You try to ascend the ramp, but it is impossible, and you slide back down. (open door) The door is locked from above.
West of Chasm You are on the west edge of a chasm, the bottom of which cannot be seen. The east side is sheer rock, providing no exits. A narrow passage goes west, and the path you are on continues to the north and south.	(?)The chasm probably leads straight to the infernal regions.
Gallery This is an art gallery. Most of the paintings which were here have been stolen by vandals with exceptional taste. The vandals left through either the north, south, or west exits. PAINTING	
Studio This is what appears to have been an artist's studio. The walls and floors are splattered with paints of 69 different colors. Strangely enough, nothing of value is hanging here. At the north and northwest of the room are open doors (also covered with paint). An extremely dark and narrow chimney leads up from a fireplace; although you might be able to get up it, it seems unlikely you could get back down.	(up high inventory) The chimney is too narrow for you and all of your baggage. (up, nothing) Going up empty-handed is a bad idea.
North-South Crawlway This is a north-south crawlway; a passage goes to the east also. There is a hole above, but it provides no opportunities for climbing.	(up) Not even a human fly could get up it.
Troll Room This is a small room with passages off in all directions. Bloodstains and deep scratches (perhaps made by an axe) mar the walls. TROLL	(direction) The troll fends you off with a menacing gesture.
East-West Passage (E/W Pass)	

This is a narrow east-west passageway. There is a narrow stairway leading down at the north end of the room.	
Bank Entrance (Bank of Zork: Bank Lobby) This is the large entrance hall of the Bank of Zork, the largest banking institution of the Great Underground Empire. A partial account of its history is in 'The Lives of the Twelve Flatheads' with the chapter on J. Pierpont Flathead. A more detailed history (albeit less objective) may be found in Flathead's outrageous autobiography 'I'm Rich and You Aren't - So There!'. Most of the furniture has been ravaged by passing scavengers. All that remains are two signs at the Northwest and Northeast corners of the room, which say <-- WEST VIEWING ROOM EAST VIEWING ROOM -->	
West Teller's Room (Teller) You are in a small square room, which was used by a bank officer whose job it was to retrieve safety deposit boxes for the customer. On the north side of the room is a sign which reads 'Viewing Room'. On the west side of room, above an open door is a sign reading BANK PERSONNEL ONLY	
Viewing Room (View) This is a room used by holders of safety deposit boxes to view their contents. On the north side of the room is a sign which says REMAIN HERE WHILE THE BANK OFFICER RETRIEVES YOUR DEPOSIT BOX WHEN YOU ARE FINISHED, LEAVE THE BOX, AND EXIT TO THE SOUTH AN ADVANCED PROTECTIVE DEVICE PREVENTS ALL CUSTOMERS FROM REMOVING ANY SAFETY DEPOSIT BOX FROM THIS VIEWING AREA! Thank You for banking at the Zork!	
East Teller's Room (Teller)	

You are in a small square room, which was used by a bank officer whose job it was to retrieve safety deposit boxes for the customer. On the north side of the room is a sign which reads 'Viewing Room'. On the east side of room, above an open door is a sign reading BANK PERSONNEL ONLY	
Viewing Room (View) This is a room used by holders of safety deposit boxes to view their contents. On the north side of the room is a sign which says REMAIN HERE WHILE THE BANK OFFICER RETRIEVES YOUR DEPOSIT BOX WHEN YOU ARE FINISHED, LEAVE THE BOX, AND EXIT TO THE SOUTH AN ADVANCED PROTECTIVE DEVICE PREVENTS ALL CUSTOMERS FROM REMOVING ANY SAFETY DEPOSIT BOX FROM THIS VIEWING AREA! Thank You for banking at the Zork!	
Safety Depository This is a large rectangular room. The east and west walls here were used for storing safety deposit boxes. As might be expected, all have been carefully removed by evil persons. To the east, west, and south of the room are large doorways. The northern 'wall' of the room is a shimmering curtain of light. In the center of the room is a large stone cube, about 10 feet on a side. Engraved on the side of the cube is some lettering. LARGE STONE CUBE SHIMMERING CURTAIN OF LIGHT	(north) There is a curtain of light there. (trying to leave with stolen item) An alarm rings briefly and an invisible force prevents your leaving. (read cube) Bank of Zork VAULT *722 GUE* Frobozz Magic Vault Company (enter curtain) You feel somewhat disoriented as you pass through... (move/take curtain) As you try, your hand seems to go through it. (?)You can't go more than part way through the curtain. (?)That would involve quite a contortion! (?) OBJ passes through the wall and vanishes. (throw OBJ through curtain)The curtain dims slightly as OBJ passes through.
Chairman's Office	

This room was the office of the Chairman of the Bank of Zork. Like the other rooms here, it has been extensively vandalized. The lone exit is to the north. PORTRAIT	
Bare Room This is a small, bare room with no distinguishing features. There are no exits from this room. [GNOME OF ZURICH] (There is a Gnome of Zurich here.)	(after waiting long enough) An epicene gnome of Zurich wearing a three-piece suit and carrying a safety-deposit box materializes in the room. 'You seem to have forgotten to deposit your valuables,' he says, tapping the lid of the box impatiently. 'We don't usually allow customers to use the boxes here, but we can make this ONE exception, I suppose...' He looks askance at you over his wire-rimmed bifocals. (gnome, hello) The gnome appears increasingly impatient. (give brick to gnome) 'Surely you jest,' he says. He tosses the brick over his shoulder, and disappears with an understated 'pop'. (give treasure to gnome) The gnome carefully places the OBJECT in the deposit box. 'Let me show you the way out,' he says, making it clear he will be pleased to see the last of you. Then, you are momentarily disoriented, and when you recover you are back at the Bank Entrance. (give other to gnome) 'I wouldn't put THAT in a safety deposit box,' remarks the gnome with disdain, tossing it over his shoulder, where it disappears with an understated 'pop'. (if wait long enough) The gnome looks impatient: 'I may have another customer waiting; you'll just have to fend for yourself, I'm afraid. He disappears, leaving you alone in the bare room.' (?)The gnome says 'Well, I never...' and disappears with a snap of his fingers, leaving you alone.' (walk through south wall) You feel somewhat disoriented as you pass through...
Vault This is the Vault of the Bank of Zork, in which there are no doors. STACK OF BILLS	(wait too long) A metallic voice says 'Hello, Intruder! Your unauthorized presence in the vault area of the Bank of Zork has set off all sorts of nasty surprises, several of which seem to have been fatal. This message brought to you by the Frobozz Magic Alarm Company.'
Round Room You are in a circular room with passages off in eight directions.	(upon entering if room is not stopped) Your compass needle spins wildly, and you can't get your bearings.

[STEEL BOX]	(when leaving) Unfortunately, it is impossible to tell directions in here.
Engravings Cave (Engraving Cave) You have entered a cave with passages leading north and southeast. There are old engravings on the walls here. WALL WITH ENGRAVINGS	(read engravings) The engravings were incised in the living rock of the cave wall by an unknown hand. They depict, in symbolic form, the beliefs of the ancient peoples of Zork. Skillfully interwoven with the bas reliefs are excerpts illustrating the major tenets expounded by the sacred texts of the religion of that time. Unfortunately a later age seems to have considered them blasphemous and just as skillfully excised them.
Riddle Room This is a room which is bare on all sides. There is an exit down. To the east is a great door made of stone. Above the stone, the following words are written: 'No man shall enter this room without solving this riddle: What is tall as a house, round as a cup, and all the king's horses can't draw it up?' STONE DOOR	(east) Your way is blocked by an invisible force. (answer other) No one is listening. (answer "well") There is a clap of thunder and the east door opens.
Pearl Room (Closet) This is a former broom closet. The exits are to the east and west. PEARL NECKLACE	
Circular Room (Well Bottom) This is a damp circular room, whose walls are made of brick and mortar. The roof of this room is not visible, but there appear to be some etchings on the walls. There is a passageway to the west. WOODEN BUCKET (There is a wooden bucket here, 3 feet in diameter and 3 feet high.) WALL WITH ETCHINGS	(climb walls/up) The walls cannot be climbed. (read etchings) o b o A G I E L m p a (board bucket) You are now in the bucket. (while in bucket, open bottle, then pour water) There is now a puddle in the bottom of the wooden bucket. The bucket rises and comes to a stop.

	(?) If you insist. (burn bucket) The bucket is fireproof, and won't burn. (?)A whispering voice replies: "Water makes the bucket go." Unfortunately, wishing makes the coins go....
Top of Well (Well Top) You are at the top of the well. Well done. There are etchings on the side of the well. There is a small crack across the floor at the entrance to a room on the east, but it can be crossed easily. WOODEN BUCKET WALL WITH ETCHINGS	(disembark the bucket) You are on your own feet again. (down) It's a long way down! (read etchings) <pre> o b o r z f M A G I C z c W E L L y o n m p a </pre> (take water) The bucket descends and comes to a stop. (drop OBJ)The OBJ is now sitting at the bottom of the well.
Tea Room This is a small square room, in the center of which is a large oblong table, no doubt set for afternoon tea. It is clear from the objects on the table that the users were indeed mad. In the eastern corner of the room is a small hole (no more than four inches high). There are passageways leading away to the west and the northwest. LARGE OBLONG TABLE PIECE OF 'EAT-ME' CAKE PIECE OF CAKE WITH ORANGE ICING PIECE OF CAKE WITH RED ICING PIECE OF CAKE WITH BLUE (ECCH) ICHING	(east) Only a mouse could get in there. (?) The door to the room seems to be blocked by sticky orange rubble from an explosion. Probably some careless adventurer was playing with blasting cakes.
Posts Room This is an enormous room, in the center of which are four wooden posts delineating a rectangular area, above which is what appears to be a wooden roof. In fact, all objects in this room appear to be	(west, northwest) There is a chasm too large to jump across.

abnormally large. To the east is a passageway. There is a large chasm on the west and the northwest. LARGE OBLONG TABLE GROUP OF WOODEN POSTS	
Pool Room This is a large room, one half of which is depressed. There is a large leak in the ceiling through which brown colored goop is falling. The only exit to this room is to the west. GLASS FLASK FILLED WITH LIQUID POOL OF SEWAGE (The leak has submerged the depressed area in a pool of sewage.) [TIN OF SPICES]	(patch leak) The leak is too high above you to reach.
Low Room (Low Round Room) You are in a room with a low ceiling which is circular in shape. There are exits to the east and the southeast. GREEN PIECE OF PAPER ROBOT	(after button pushing) As you enter, your compass starts spinning wildly. (leaving) You cannot get your bearings...
Machine Room This is a large room full of assorted heavy machinery. The room smells of burned resistors. The room is noisy from the whirring sounds of the machines. Along one wall of the room are three buttons which are, respectively, round, triangular, and square. Naturally, above these buttons are instructions written in EBCDIC. A large sign in English above all the buttons says 'DANGER -- HIGH VOLTAGE '. There are exits to the west and the south. ROUND BUTTON SQUARE BUTTON TRIANGULAR BUTTON	(push button) There is a giant spark and you are fried to a crisp. (robot, press triangular button) A dull thump is heard in the distance. (robot, press square button) The whirring increases in intensity slightly. (robot, press round button) The whirring decreases in intensity slightly. (if already pushed) Nothing seems to happen. (?) According to Prof. TAA of MIT Tech, the rapidly changing magnetic fields in the room are so intense as to cause you to be electrocuted. I really don't know, but in any event, something just killed you. (?) According to Prof. TAA of MIT Tech, the rapidly changing magnetic fields in the room are so intense as to fry all the delicate innards of the robot. I really don't know, but in any event, smoke is coming out of its ears and it has stopped moving.
Dingy Closet (Closet)	(take sphere)

This is a dingy closet adjacent to the machine room. On one wall is a small sticker which says Protected by FROBOZZ Magic Alarm Company (Hello, footpad!) WHITE CRYSTAL SPHERE [STEEL CAGE] (There is a steel cage in the middle of the room.) [There is a mangled steel cage here.]	As you reach for the sphere, a steel cage falls from the ceiling to entrap you. To make matters worse, poisonous gas starts coming into the room. (if no robot, or wait long enough) Time passes...and you die from some obscure poisoning. (robot, take sphere) As the robot reaches for the sphere, a steel cage falls from the ceiling. The robot attempts to fend it off, but is trapped below it. Alas, the robot short-circuits in his vain attempt to escape, and crushes the sphere beneath him as he falls to the floor. The Robot has died. (robot, lift cage) The cage shakes and is hurled across the room. (?)You are trapped inside a steel cage. (?)You are stopped by a cloud of poisonous gas.
Deep Ravine This is a deep ravine at a crossing with an east-west crawlway. Some stone steps are at the south of the ravine and a steep staircase descends.	(down with too much) The stairs are too steep for you with your burden.
Chasm View A chasm runs southwest to northeast. You are on the south edge; the path exits to the south and to the east.	(down) Are you out of your mind?
North-South Passage (N/S Pass) This is a high north-south passage, which forks to the northeast.	
Loud Room This is a large room with a ceiling which cannot be detected from the ground. There is a narrow passage from east to west and a stone stairway leading upward. [The room is extremely noisy. In fact, it is difficult to hear yourself think.] PLATINUM BAR	(echo) The acoustics of the room change subtly. (echo again) echo echo...
Grail Room You are standing in a small circular room with a pedestal. A set of stairs leads up, and passages leave to the east and west. GRAIL	

Narrow Crawlway This is a narrow crawlway. The crawlway leads from north to south. However the south passage divides to the south and southwest.	
Winding Passage This is a winding passage. It seems that there is only an exit on the east end although the whirring from the round room can be heard faintly to the north.	(north) You hear the whirl from the round room but can find no entrance.
Mirror Room (#1) You are in a large square room with tall ceilings. On the south wall is an enormous mirror which fills the entire wall. There are exits on the other three sides of the room. [Unfortunately, the mirror has been destroyed by your recklessness.] MIRROR	(take mirror) Nobody but a greedy surgeon would allow you to attempt that trick. (Look at mirror) There is an ugly person staring back at you. (look at mirror) The mirror is broken into many pieces. (break mirror) You have broken the mirror. I hope you have a seven years supply of good luck handy. (touch mirror) There is a rumble from deep within the earth and the room shakes.
Cave (Tiny Cave) This is a tiny cave with entrances west and north, and a dark, forbidding staircase leading down.	
Temple (West Temple) This is the west end of a large temple. On the south wall is an ancient inscription, probably a prayer in a long-forgotten language. The north wall is solid granite. The entrance at the west end of the room is through huge marble pillars. BELL PRAYER	(read prayer) The prayer is inscribed in an ancient script which is hardly remembered these days, much less understood. What little of it can be made out seems to be a philippic against small insects, absent-mindedness, and the picking up and dropping of small objects. The final verse seems to consign trespassers to the land of the dead. All evidence indicates that the beliefs of the ancient Zorkers were obscure. (north) The north wall is solid granite here.
Altar (East Temple) This is the east end of a large temple. In front of you is what appears to be an altar.	(pray) (takes you to the forest) (pray while dead) From the distance the sound of a lone trumpet is heard. The room becomes very bright and you feel disembodied. In a moment, the brightness fades and you find yourself rising as if from a long sleep, deep in the woods. In the distance you can faintly hear a song bird and the sounds of the forest.
Entrance to Hades	(take ghost) You seem unable to affect these spirits.

You are outside a large gateway, on which is inscribed "Abandon every hope, all ye who enter here." The gate is open; through it you can see a desolation, with a pile of mangled corpses in one corner. Thousands of voices, lamenting some hideous fate, can be heard. PILE OF CORPSES PILE OF BODIES GATES GHOST (The way through the gate is barred by evil spirits, who jeer at your attempts to pass.)	(attack ghost) How can you attack a spirit with material objects? (take bodies) A force keeps you from taking the bodies. (east) Some invisible force prevents you from passing through the gate. (exorcise) You must perform the ceremony. (ghost, hello) You can't talk to the ghost. (ring bell here) The bell suddenly becomes red hot and falls to the ground. The wraiths, as if paralyzed, stop their jeering and slowly turn to face you. On their ashen faces, the expression of a long-forgotten terror takes shape. In your confusion, the candles drop to the ground (and they are out). (exorcise) You are not equipped for an exorcism. (if wait) The tension of this ceremony is broken, and the wraiths, amused but shaken at your clumsy attempt, resume their hideous jeering. (pour water on bell) The water spills over the red hot brass bell and to the floor where it evaporates. (light candles with match) The candles are lighted. The flames flicker wildly and appear to dance. The earth beneath your feet trembles, and your legs nearly buckle beneath you. The spirits cower at your unearthly power. (read book) (commandment text) Each word of the prayer reverberates through the hall in a deafening confusion. As the last word fades, a voice, loud and commanding, speaks: 'Begone, fiends!'. A heart-stopping scream fills the cavern, and the spirits, sensing a greater power, flee through the walls.
Land of Living Dead You have entered the Land of the Living Dead, a large desolate room. Although it is apparently uninhabited, you can hear the sounds of thousands of lost souls weeping and moaning. In the east corner are stacked the remains of dozens of previous adventurers who were less fortunate than yourself. To the east is an ornate passage, apparently recently constructed. A passage exits to the west.	
Tomb of the Unknown Implementer This is the Tomb of the Unknown Implementer. A hollow voice says:	(take heads) Although the implementers are dead, they foresaw that some cretin would tamper with their remains. Therefore, they took steps to punish such actions.

"That's not a bug, it's a feature!" In the north wall of the room is the Crypt of the Implementers. It is made of the finest marble, and apparently large enough for four headless corpses. The crypt is closed[open]. Above the entrance is the cryptic inscription: "Feel Free." CRYPT DOOR SET OF POLED HEADS (There are four heads here, mounted securely on poles.) BUNCH OF COKE BOTTLES STACK OF LISTINGS [LARGE CASE] (There is a large case here, containing objects which you used to possess.)	Unfortunately, we've run out of poles. Therefore, in punishment for your most grievous sin, we shall deprive you of all your valuables, and of your life. (open door) The door of the crypt is extremely heavy, but it opens easily. (?)The voice of the guardian of the dungeon booms out from the darkness 'Your disrespect costs you your life!' and places your head on a pole. (?)Here lie the implementers, whose heads were placed on poles by the Keeper of the Dungeon for amazing untastefulness. (hello)The implementers are dead; therefore they do not respond. (?)Amid the desolation, you spot what appears to be your head, at the end of a long pole.
Crypt Though large and esthetically pleasing the marble crypt is empty; the sarcophagi, bodies, and rich treasure to be expected in a tomb of this magnificence are missing. Inscribed on one wall is the motto of the implementers, "Feel Free". There is a door leading out of the crypt to the south. The door is open[closed]. CRYPT DOOR	(wait) Suddenly, as you wait in the dark, you begin to feel somewhat disoriented. The feeling passes, but something seems different. As you regain your composure, the cloaked figure appears before you, and says, "You are now ready to face the ultimate challenge of Zork. Should you wish to do this somewhat more quickly in the future, you will be given a magic phrase which will at any time transport you by magic to this point. To select the phrase, say fn INCANT "<word>" and you will be told your own magic phrase to use by saying INCANT "... <phrase> ..." Good luck, and choose wisely!" The crypt is already open. The crypt is closed. The crypt is already closed.
Damp Cave	(west) It is too narrow for most insects.

This is a cave. Passages exit to the south and to the east, but the cave narrows to a crack to the west. The earth is particularly damp here.	
Ancient Chasm A chasm, evidently produced by an ancient river, runs through the cave here. Passages lead off in all directions.	
Dead End (north, with southwest exit) Dead end	
Dead End (west, with east exit) Dead end	
Small Cave This is a small cave whose exits are on the south and northwest. HUNK OF BAT GUANO SHOVEL	
Rocky Shore (Beach) (west of Frigid River 3) You are on the west shore of the river. An entrance to a cave is to the northwest. The shore is very rocky here.	
White Cliffs Beach (east of Frigid River 3) You are on a narrow strip of beach which runs along the base of the White Cliffs. The only path here is a narrow one, heading south along the Cliffs. WHITE CLIFFS	(climb cliff) The cliff is too steep for climbing. (south, if high inv) The path is too narrow.
White Cliffs Beach (Rocky Beach) (east of Frigid River 4) You are on a rocky, narrow strip of beach beside the Cliffs. A narrow path leads north along the shore. WHITE CLIFFS	(climb cliff) The cliff is too steep for climbing. (north, if high inv) The path is too narrow.
Sandy Beach (west of Frigid River 4) You are on a large sandy beach at the shore of the river, which is flowing quickly by. A path runs beside the river to the south here. SANDY BEACH	(dig sand) You seem to be digging a hole here. (dig sand) The hole is getting deeper, but that's about it. (dig sand) You are surrounded by a wall of sand on all sides. (dig sand) You can see a small statue here in the sand.

[SMALL STATUE]	(dig sand) The hole collapses, smothering you.
Shore (west of Frigid River 5) You are on the shore of the River. The river here seems somewhat treacherous. A path travels from north to south here, the south end quickly turning around a sharp corner.	
Falls View You are at the top of Aragain Falls, an enormous waterfall with a drop of about 450 feet. The only path here is on the north end. RAINBOW (A beautiful rainbow can be seen over the falls and to the east.) [A solid gold rainbow spans the falls.] WOODEN BARREL (There is a man-sized barrel here which you might be able to enter.)	(Down) It's a long way... (burn barrel) The barrel is damp and cannot be burned. (move barrel) You cannot move the barrel. (wave stick) Suddenly, the rainbow appears to become solid and, I venture, walkable (I think the giveaway was the stairs and bannister). (wave stick) The rainbow seems to have become somewhat run-of-the-mill.
Inside Barrel You are inside a barrel. Congratulations. Etched into the side of the barrel is the word 'Geronimo!'. From your position, you cannot see the falls.	(Geronimo) I didn't think you would REALLY try to go over the falls in a barrel. It seems that some 450 feet below, you were met by a number of unfriendly rocks and boulders, causing your immediate demise. Is this what 'over a barrel' means?"
Frigid River (#1) You are on the River Frigid in the vicinity of the Dam. The river flows quietly here. There is a landing on the west shore.	(up) You cannot go upstream due to strong currents. (east) The White Cliffs prevent your landing here. (climb cliff) The cliff is too steep for climbing. (leave boat) You realize, just in time, that disembarking here would probably be fatal.
Frigid River (#2) The River turns a corner here making it impossible to see the Dam. The White Cliffs loom on the east bank and large rocks prevent landing on the west.	(up) You cannot go upstream due to strong currents. (east) The White Cliffs prevent your landing here.
Frigid River (#3) The river descends here into a valley. There is a narrow beach on the east below the cliffs and there is some shore on the west which may be suitable. In the distance a faint rumbling can be heard.	(up) You cannot go upstream due to strong currents. (land) You must specify which direction here.

Frigid River (#4) The river is running faster here and the sound ahead appears to be that of rushing water. On the west shore is a sandy beach. A small area of beach can also be seen below the Cliffs. RED BUOY	(up) You cannot go upstream due to strong currents. (land) Specify the direction to land.
Frigid River (#5) The sound of rushing water is nearly unbearable here. On the west shore is a large landing area.	(up) You cannot go upstream due to strong currents. (down) Unfortunately, a rubber raft doesn't provide much protection from the unfriendly sorts of rocks and boulders one meets at the bottom of many waterfalls. Including this one.
Dam (Flood Control Dam #3) You are standing on the top of the Flood Control Dam #3, which was quite a tourist attraction in times far distant. There are paths to the north, south, east, and down. The sluice gates on the dam are closed. Behind the dam, there can be seen a wide lake. A small stream is formed by the runoff from the lake. [It appears that the dam has been opened since the water level behind it is low and the sluice gate has been opened. Water is rushing downstream through the gates.] CONTROL PANEL (There is a control panel here. There is a large metal bolt on the panel. Above the bolt is a small green plastic bubble. [The green bubble is glowing.]) GREEN BUBBLE BOLT	(turn bolt with wrench) The bolt won't turn with your best effort. (turn bolt) The bolt won't turn using X. (grease bolt with gunk) Hmm. It appears the tube contained glue, not oil. Turning the bolt won't get any easier.... (push bubble) Pushing the green bubble has no effect. (turn bolt with wrench) The sluice gates open and water pours through the dam. (turn bolt with wrench) The sluice gates close and water starts to collect behind the dam.
Dam Base You are at the base of Flood Control Dam #3, which looms above you and to the north. The river Frigid is flowing by here. Across the river are the White Cliffs which seem to form a giant wall stretching from north to south along the east shore of the river as it winds its way downstream. PILE OF PLASTIC BROKEN SHARP STICK	

Dam Lobby This room appears to have been the waiting room for groups touring the dam. There are exits here to the north and east marked 'Private', though the doors are open, and an exit to the south. MATCHBOOK TOUR GUIDEBOOK	(north/east, if leak was not fixed) The room is full of water and cannot be entered.
Maintenance Room This is what appears to have been the maintenance room for Flood Control Dam #3, judging by the assortment of tool chests around the room. Apparently, this room has been ransacked recently, for most of the valuable equipment is gone. On the wall in front of you is a group of buttons, which are labeled in EBCDIC. However, they are of different colors: Blue, Yellow, Brown, and Red. The doors to this room are in the west and south ends. TUBE WRENCH SCREWDRIVER GROUP OF TOOL CHESTS BLUE BUTTON RED BUTTON BROWN BUTTON YELLOW BUTTON [The water level here is now up to your ankles.] up to your shin. up to your knees. up to your hips. up to your waist. up to your chest. up to your neck.	(take chests) The chests are fastened to the walls. (look in?)The chests are all empty. (push blue button) There is a rumbling sound and a stream of water appears to burst from the east wall of the room (apparently, a leak has occurred in a pipe.) (push blue button again) The blue button appears to be jammed. (push red button) The lights within the room come on. (push red button) The lights within the room shut off. (push yellow button) Click. (push brown button) Click. (patch leak with gunk) By some miracle of elven technology, you have managed to stop the leak in the dam.

over your head. high in your lungs. I'm afraid you have done drowned yourself.	
Deep Canyon You are on the south edge of a deep canyon. Passages lead off to the east, south, and northwest. You can hear the sound of flowing water below.	(?) The passage is too steep for carrying the coffin.
Reservoir South You are in a long room on the south shore of a large reservoir. There is a western exit, a passageway south, and a steep pathway climbing up along the edge of a cliff. [You are in a long room, to the north of which was formerly a reservoir. However, with the water level lowered, there is merely a wide stream running through the center of the room.]	(north) You are not equipped for swimming. (up) The stairs are too steep for carrying the coffin. (south) The coffin will not fit through this passage.
Reservoir You are on what used to be a large reservoir, but which is now a large mud pile. There are 'shores' to the north and south. TRUNK OF JEWELS (Reservoir on Raft) You are on the reservoir. Beaches can be seen north and south. Upstream a small stream enters the reservoir through a narrow cleft in the rocks. The dam can be seen downstream.	(east) The dam blocks your way. (land) You must specify direction.
Reservoir North You are in a large cavernous room, north of a large reservoir. There is a tunnel leaving the room to the north. [You are in a large cavernous room, the south of which was formerly a reservoir. However, with the water level lowered, there is merely a wide stream running through the center of the room.] HAND-HELD AIR PUMP	(south) You are not equipped for swimming.

Stream View You are standing on a path beside a gently flowing stream. The path travels to the north and the east. WIRE COIL [BURNED OUT IVORY TORCH] (after using it on Glacier)	(?) The way is blocked by debris from an explosion.
Stream You are on the gently flowing stream. The upstream route is too narrow to navigate and the downstream route is invisible due to twisting walls. There is a narrow beach to land on.	(west) The way is too narrow.
Glacier Room This is a large room, with giant icicles hanging from the walls and ceiling. There are passages to the north and east. [There is a large passageway leading westward.] GLACIER (A mass of ice fills the western half of the room.)	(throw torch at glacier) The torch hits the glacier and explodes into a great ball of flame, devouring the glacier. The water from the melting glacier rushes downstream, carrying the torch with it. In the place of the glacier, there is a passageway leading west. (if only torch as light) The melting glacier seems to have carried the torch away, leaving you in the dark. (?)Part of the glacier has been melted. (?)The glacier is unmoved by your ridiculous attempt. (?)Part of the glacier melts, drowning you under a torrent of water. (?)You certainly won't melt it with OBJECT.
Egyptian Room This is a room which looks like an Egyptian tomb. There is an ascending staircase in the room as well as doors, east and south. GOLD COFFIN	(east) The passage is too narrow to accommodate coffins.
Rocky Crawl (Low Crawl) This is a crawlway with a three-foot high ceiling. Your footing is very unsure here due to the assortment of rocks underfoot. Passages can be seen in the east, west, and northwest corners of the passage.	(northwest) The passage is too narrow to accommodate coffins.
Dome Room	(jump over railing) I'm afraid that the leap you attempted has done you in. (Down) You cannot go down without fracturing many bones.

You are at the periphery of a large dome, which forms the ceiling of another room below. Protecting you from a precipitous drop is a wooden railing which circles the dome. [Hanging down from the railing is a rope which ends about ten feet from the floor below.] WOODEN RAILING	
Torch Room This is a large room with a prominent doorway leading to a down staircase. To the west is a narrow twisting tunnel, covered with a thin layer of dust. Above you is a large dome painted with scenes depicting elfin hacking rites. Up around the edge of the dome (20 feet up) is a wooden railing. In the center of the room there is a white marble pedestal. [A large piece of rope descends from the railing above, ending some five feet above your head.] TORCH	(up) You cannot reach the rope.
Ruby Room This is a small chamber behind the remains of the Great Glacier. To the south and west are small passageways. RUBY	
Lava Room This is a small room, whose walls are formed by an old lava flow. There are exits here to the west and the south.	
Volcano Bottom (Volcano Base) You are at the bottom of a large dormant volcano. High above you light may be seen entering from the cone of the volcano. The only exit here is to the north. BASKET: CLOTH BAG, BRAIDED WIRE, RECEPTACLE [BLUE LABEL]	

Volcano Core You are about one hundred feet above the bottom of the volcano. The top of the volcano is clearly visible here.	
Volcano near small ledge You are about two hundred feet above the volcano floor. Looming above is the rim of the volcano. There is a small ledge on the west side.	
Narrow Ledge You are on a narrow ledge overlooking the inside of an old dormant volcano. This ledge appears to be about in the middle between the floor below and the rim above. There is an exit here to the south. HOOK (There is a small hook attached to the rock here.) PRICELESS ZORKMID	(down) I wouldn't jump from here.
Library This is a room which must have been a large library, probably for the royal family. All of the shelves appear to have been gnawed to pieces by unfriendly gnomes. To the north is an exit. BLUE BOOK GREEN BOOK PURPLE BOOK WHITE BOOK	
Volcano near Viewing Ledge You are high above the floor of the volcano. From here the rim of the volcano looks very narrow and you are very near it. To the east is what appears to be a viewing ledge, too thin to land on.	
Viewing Ledge You are on a ledge in the middle of a large volcano. Below you the volcano bottom can be seen and above is the rim of the volcano. A couple of ledges can be seen on the other side of the volcano; it	(down) I wouldn't try that. (cross) It is impossible to cross this distance.

appears that this ledge is intermediate in elevation between those on the other side. The exit from this room is to the east.	
Volcano near Wide Ledge You are near the rim of the volcano which is only about 15 feet across. To the west, there is a place to land on a wide ledge. There is a small door to the south. [The way to the south is blocked by rubble.]	
Wide Ledge You are on a wide ledge high into the volcano. The rim of the volcano is about 200 feet above and there is a precipitous drop below to the bottom. HOOK	(down) It's a long way down. (after Dusty Room collapse) The ledge collapses, probably as a result of the explosion. A large chunk of it, which is attached to the hook, drags you down to the ground. Fatally." The ledge collapses, leaving you with no place to land. (if on ledge when collapses) The force of the explosion has caused the ledge to collapse belatedly. (if in balloon) The ledge collapses, giving you a narrow escape. (land after collapse) The ledge has collapsed and cannot be landed on.
Dusty Room You are in a dusty old room which is virtually featureless, except for an exit on the north side. Imbedded in the far wall, there is a rusty old box. It appears that the box is somewhat damaged, since an oblong hole has been chipped out of the front of it. [On the far wall is a rusty box, whose door has been blown off.] HOLE BOX	(take box) The box is imbedded in the wall. (open box) The box is rusted and will not open. (open box after explosion) The box has no door! (close box) The box is not open, chomper! (put brick in hole) You put the brick into the hole (Look in box) In the box are a crown and a card. (room collapse) The room trembles and 50,000 pounds of rock fall on you, turning you into a pancake. (room collapse outside) You may recall that recent explosion. Well, probably as a result of that, you hear an ominous rumbling, as if one of the rooms in the dungeon had collapsed. (south) The way is blocked by debris from an explosion.
(TOP OF VOLCANO)	Your balloon has hit the rim of the volcano, ripping the cloth and causing you a 500 foot drop. Did you get your flight insurance? (other) You watch the balloon explode after hitting the rim; its tattered remains land on the ground by your feet.

Atlantis Room This is an ancient room, long under water. There are exits here to the southeast and upward. CRYSTAL TRIDENT	
Cave (Tiny Cave) This is a small cave with an entrance to the north and a stairway leading down.	
Mirror Room (#2) You are in a large square room with tall ceilings. On the south wall is an enormous mirror which fills the entire wall. There are exits on the other three sides of the room. [Unfortunately, the mirror has been destroyed by your recklessness.] MIRROR	(same as other room)
Cold Passage This is a cold and damp corridor where a long east-west passageway intersects with a northward path.	
Steep Hallway This is a steep and narrow crawlway. There are two exits nearby to the south and southwest.	
Slide Room This is a small chamber, which appears to have been part of a coal mine. On the south wall of the chamber the letters "Granite Wall" are etched in the rock. To the east is a long passage and there is a steep metal slide twisting downward. To the north is a small opening. CHUTE	(down?) You tumble down the chute to the cellar. (down?) You tumble down the slide.... (drop OBJ down slide) The OBJ falls through the slide and is gone.
Mine Entrance You are standing at the entrance of what might have been a coal mine. To the northeast and the northwest are entrances to the mine, and there is another exit on the south end of the room.	

Squeaky Room You are a small room. Strange squeaky sounds may be heard coming from the passage at the west end. You may also escape to the south.	
Bat Room You are in a small room which has only one door, to the east. [In the corner of the room on the ceiling is a large vampire bat who is obviously deranged and holding his nose.] JADE FIGURINE VAMPIRE BAT	(if no garlic/take bat) A deranged giant vampire bat (a reject from WUMPUS) swoops down from his belfry and lifts you away....
Shaft Room This is a large room, in the middle of which is a small shaft descending through the floor into darkness below. To the west and the north are exits from this room. Constructed over the top of the shaft is a metal framework to which a heavy iron chain is attached. BASKET (At the end of the chain is a basket.)	(down) You wouldn't fit and would die if you could. (take basket) The cage is securely fastened to the iron chain. (take basket) The basket is at the other end of the chain. (lower) The basket is lowered to the bottom of the shaft. (raise) The basket is raised to the top of the shaft.
Wooden Tunnel This is a narrow tunnel with large wooden beams running across the ceiling and around the walls. A path from the south splits into paths running west and northeast.	
Smelly Room This is a small non-descript room. However, from the direction of a small descending staircase a foul odor can be detected. To the east is a narrow path.	
Gas Room This is a small room which smells strongly of coal gas. SAPPHIRE BRACELET	(If light match) I didn't realize that adventurers are stupid enough to light OBJECT in a room which reeks of coal gas. Fortunately, there is justice in the world. (if enter with torch(and others)) Oh dear. It appears that the smell coming from this room was coal gas. I would have thought twice about carrying OBJECT in here. BOOOOOOOOOOOOM

Coal Mine (#1) This is a non-descript part of a coal mine.	
Coal Mine (#2) This is a non-descript part of a coal mine.	
Coal Mine (#3) This is a non-descript part of a coal mine.	
Coal Mine (#4) This is a non-descript part of a coal mine.	
Coal Mine (#5) This is a non-descript part of a coal mine.	
Coal Mine (#6) This is a non-descript part of a coal mine.	
Coal Mine (#7) This is a non-descript part of a coal mine.	
Ladder Top This is a very small room. In the corner is a rickety wooden ladder, leading downward. It might be safe to descend. There is also a staircase leading upward.	
Ladder Bottom This is a rather wide room. On one side is the bottom of a narrow wooden ladder. To the northeast and the south are passages leaving the room.	
Dead-End Dead end SMALL PILE OF COAL	
Timber Room This is a long and narrow passage, which is cluttered with broken timbers. A wide passage comes from the north and turns at the southwest corner of the room into a very narrow passageway. BROKEN TIMBER	(southwest) You cannot fit through this passage with that load.
Lower Shaft This is a small square room which is at the bottom of a long shaft. To the east is a passageway and to the northeast a very narrow passage. In the shaft can be seen a heavy iron chain. BASKET	(up) The chain is not climbable.
Machine Room	(open lid) The lid opens.

This is a large room which seems to be air-conditioned. In one corner there is a machine (?) which is shaped somewhat like a clothes dryer. On the 'panel' there is a switch which is labeled in a dialect of Swahili. Fortunately, I know this dialect and the label translates to START. The switch does not appear to be manipulable by any human hand (unless the fingers are about 1/16 by 1/4 inch). On the front of the machine is a large lid, which is (closed)/(opened). MACHINE SWITCH [PIECE OF VITREOUS SLAG]	(close lid) The lid closes. (turn switch with screwdriver) The machine doesn't seem to want to do anything. (coal in, turn switch with screwdriver) The machine comes to life (figuratively) with a dazzling display of colored lights and bizarre noises. After a few moments, the excitement abates. (turn switch with hands) It seems that a pair of hands won't do. (look in lid) In the machine is a huge diamond. (look in lid) In the machine is a piece of vitreous slag (take slag) The slag turns out to be rather insubstantial, and crumbles into dust at your touch. It must not have been very valuable.
Maze (#1) This is part of a maze of twisty little passages, all alike.	
Maze (#2) This is part of a maze of twisty little passages, all alike.	
Maze (#3) This is part of a maze of twisty little passages, all alike.	
Maze (#4) This is part of a maze of twisty little passages, all alike.	
Maze (#5) This is part of a maze of twisty little passages, all alike. SKELETON (A skeleton, probably the remains of a luckless adventurer, lies here.) BAG OF COINS SET OF SKELETON KEYS BURNED-OUT LANTERN RUSTY KNIFE	(take skeleton) A ghost appears in the room and is appalled at your having desecrated the remains of a fellow adventurer. He casts a curse on all of your valuables and orders them banished to the Land of the Living Dead. The ghost leaves, muttering obscenities.
Maze (#6) This is part of a maze of twisty little passages, all alike.	
Maze (#7) This is part of a maze of twisty little passages, all alike.	
Maze (#8) This is part of a maze of twisty little passages, all alike.	
Maze (#9) This is part of a maze of twisty little passages, all alike.	
Maze (#10) This is part of a maze of twisty little passages, all alike.	
Maze (#11) This is part of a maze of twisty little passages, all alike.	
Maze (#12) This is part of a maze of twisty little passages, all alike.	

Maze (#13) This is part of a maze of twisty little passages, all alike.	
Maze (#14) This is part of a maze of twisty little passages, all alike.	
Maze (#15) This is part of a maze of twisty little passages, all alike.	
Grating Room (Below Grate) You are in a small room near the maze. There are twisty passages in the immediate vicinity. Above you is a grating locked with a skull-and-crossbones lock. [Above you is an open grating with sunlight pouring in.]	(open grate) The grate [grating] is locked. (open grate) The grating opens. (open grate) The grating opens to reveal trees above you. (?)The grate is closed. (?)The grating is closed. (?)Above you is a grating.
Dead End #1 (east of #2) You have come to a dead end in the maze.	
Dead End #2 (east of #5) You have come to a dead end in the maze.	
Dead End #3 (southeast of #13) Dead End	
Cyclops Room This room has an exit on the west side, and a staircase leading up. [The north wall, previously solid, now has a cyclops-sized hole in it.] CYCLOPS	(north) The north wall is solid rock. (up) The cyclops doesn't look like he'll let you past.
Strange Passage This is a long passage. To the south is one entrance. On the east there is an old wooden door, with a large hole in it (about cyclops sized).	
Treasure Room (Hideout) This is a large room, whose north wall is solid granite. A number of discarded bags, which crumble at your touch, are scattered about on the floor. There is an exit down and what appears to be a newly created passage to the east. CHALICE THIEF	(upon first entrance) You hear a scream of anguish as you violate the robber's hideaway. Using passages unknown to you, he rushes to its defense. The thief gestures mysteriously, and the treasures in the room suddenly vanish.

GRANITE WALL <i>(The north wall is solid granite here.)</i>	
Small Square Room (Room Above Puzzle) This is a small square room, in the middle of which is a recently created hole (through which you can barely discern the floor some ten feet below. It doesn't seem likely you could climb back up.) / (which is blocked by smooth sandstone.) There are exits to the west and south. NOTE OF WARNING	(down) The way is blocked by sandstone.
Side Room You are in a room with an exit to the north and a (metal door)/(passage) to the east.	(east) The steel door bars the way.
Room in Puzzle (Puzzle Room) You are in a small square room bounded to the north and west with marble walls and to the east and south with sandstone walls. It appears the thief was correct. The center of the floor here is noticeably depressed. GOLD CARD There is a ladder here, firmly attached to the east wall. There is a ladder here, firmly attached to the west wall. In the ceiling above you is a large circular opening. at its center. On one side of the door is a small slit.	There is no way up. The metal door bars the way. There is a wall there. The wall does not budge. (?)to this position: The west wall here has a large (steel door)/(opening) (push) The wall slides forward and you follow it... The architecture of this region is getting complex, so that further descriptions will be diagrams of the immediate vicinity in a 3x3 grid. The walls here are rock, but of two different types - sandstone and marble. The following notations will be used: .. = current position (middle of grid) MM = marble wall SS = sandstone wall ?? = unknown (blocked by walls) (up) With the help of the ladder, you exit the puzzle. (up) The exit is too far above your head. (up) You hit your head on the ceiling and fall off the ladder. There is only a passage in that direction.

	(Put card in slot) The card slides easily into the slot and vanishes and the metal door slides open revealing a passageway to the west. A moment later, a previously unseen sign flashes: 'Unauthorized/Illegal Use of Pass Card -- Card Confiscated''' (put OBJECT in slot) The item vanishes into the slot. A moment later, a previously unseen sign flashes 'Garbage In, Garbage Out' and spews OBJECT (now atomized) through the slot."
Tiny Room This is a tiny room, which has an exit to the east. On the north side of the room is a massive wooden door, near the top of which, in the center, is a window barred with iron. A formidable bolt lock is set within the door frame. A keyhole covered by a thin metal lid lies within the lock. BARRED WINDOW DOOR MADE OF OAK METAL LID KEYHOLE [The welcome mat is under the door.]	(open door) The door is locked. (open door) The door is now open. (close door) The door is now closed. OBJECT doesn't fit. The lid is open. The keyhole is occupied. The keyhole is blocked. The lid covers the keyhole. The lid is in the way. The lid falls to cover the keyhole. (lock with other) It can't be locked with that. (unlock with other) It can't be unlocked with that. (unlock with key) The door is now unlocked. (unlock door with wrong keys) These are apparently the wrong keys. The door is open, dummy. (enter window) Perhaps if you were diced.... (look through keyhole) No light can be seen through the keyhole. (look through keyhole) You can barely make out a lighted room at the other end. (put paper under door) The paper is very small and vanishes under the door. (put mat under door) The mat fits easily under the door. (put mat under wrong door) There's not enough room under this door. (put screwdriver in keyhole) There is a faint noise from behind the door and a small cloud of dust rises from beneath it.

	(take mat) As the mat is moved, a rusty iron key falls from it and onto the floor. Lying on the mat is a rusty iron key.
Dreary Room This is a small and rather dreary room, which is eerily illuminated by a red glow emanating from a crack in one of the walls. The light appears to focus on a dusty wooden table in the center of the room. On the south side of the room is a massive wooden door, near the top of which, in the center, is a window barred with iron. A formidable bolt lock is set within the door frame. A keyhole lies within the lock. A rusty iron key is in place within the keyhole. [The edge of a welcome mat is visible under the door.] RUSTY IRON KEY BLUE CRYSTAL SPHERE	
Slide (#1) This is an uncomfortable spot within the coal chute. The rope to which you are clinging can be seen rising into the darkness above. There is more rope dangling below you.	As you descend, you realize that the rope is slippery from the grime of the coal chute and that your grasp will not last long. (wait too long) The rope slips from your grasp and you tumble to the cellar.
Slide (#2) This is another spot within the coal chute. Above you the rope climbs into darkness and the end of the rope is dangling five feet beneath you.	
Slide (#3) You have reached the end of your rope. Below you is darkness as the chute makes a sharp turn. On the east here is a small ledge which you might be able to stand on.	
Slide Ledge This is a narrow ledge abutting the coal chute, in which a rope can be seen passing downward. Behind you, to the south, is a small room.	
Sooty Room	(take stove) The intense heat of the stove keeps you away.

This is a small room with rough walls, and a ceiling which is steeply sloping from north to south. There is coal dust covering almost everything, and little bits of coal are scattered around the only exit (which is a narrow passage to the north). In one corner of the room is an old coal stove which lights the room with a cheery red glow. There is a very narrow crack in the north wall. RED CRYSTAL SPHERE OLD COAL STOVE	
Top of Stairs You are standing at the top of a flight of stairs that lead down to a passage below. Dim light, as from torches, can be seen in the passage. Behind you the stairs lead into untouched rock.	(south) The wall is solid rock.
Stone Room You are standing near one end of a long, dimly lit hall. At the south stone stairs ascend. To the north the corridor is illuminated by torches set high in the walls, out of reach. On one wall is a red button. RED BUTTON	(push button) The button becomes depressed. [The button pops back to its original position.] (push button) The button is already depressed. (wait too long)The button pops back out.
Small Room You are in a small room, with narrow passages exiting to the north and south. A narrow red beam of light crosses the room at the north end, inches above the floor. [The beam is stopped halfway across the room by OBJECT lying on the floor.] RED BEAM OF LIGHT	(take beam) No doubt you have a bottle of moonbeams as well. (?)The beam is now interrupted by OBJECT OBJECT already breaks the beam." You can't break the beam with OBJECT.
Hallway This is a part of the long hallway. The east and west walls are dressed stone. In the center of the hall is a shallow stone channel. In the center of the room the channel widens into a large hole around which is engraved a compass rose. A passage enters from the south. The north side of the room is divided by a wooden wall into small hallways to the northeast and northwest.	(north) There is a large mirror blocking your way. (north) There is a large broken mirror blocking your way (break mirror) The mirror breaks, revealing a wooden panel behind it. (break mirror) The mirror has already been broken. (break panel) To break the panel you would have to break the mirror first. (break panel) The panel is not that easily destroyed.

A large mirror fills the X side of the hallway. A large panel fills the X side of the hallway. The mirror is mounted on a panel which has been opened outward. The panel has been opened outward.	(if wait) The mirror quietly swings shut.
Inside Mirror You are inside a rectangular box of wood whose structure is rather complicated. Four sides and the roof are filled in, and the floor is open. As you face the side opposite the entrance, two short sides of carved and polished wood are to your left and right. The left panel is mahogany, the right pine. The wall you face is red on its left half and black on its right. On the entrance side, the wall is white opposite the red part of the wall it faces, and yellow opposite the black section. The painted walls are at least twice the length of the unpainted ones. The ceiling is painted blue. In the floor is a stone channel about six inches wide and a foot deep. The channel is oriented in a north-south direction. In the exact center of the room the channel widens into a circular depression perhaps two feet wide. Incised in the stone around this area is a compass rose. Running from one short wall to the other at about waist height is a wooden bar, carefully carved and drilled. This bar is pierced in two places. The first hole is in the center of the bar (and thus the center of the room). The second is at the left end of the room (as you face opposite the entrance). Through each hole runs a wooden pole. The pole at the left end of the bar is short, extending about a foot above the bar, and ends in a hand grip. The pole (has been dropped into a hole carved into the stone floor.)/(is positioned above the stone channel in the floor.)/(has been dropped into the stone channel incised in the floor.)/(has been lifted out of a hole carved in the stone floor.	(lift short pole) The pole is slightly above the floor. (life short pole) The pole cannot be raised further. (lower short pole) The pole is lowered into the channel. (lower short pole) The pole is lowered into the stone hole. (lower short pole) The pole now rests on the stone floor. (lower short pole) The pole is already resting on the floor. (lower short pole) The pole cannot be lowered further. (push red/yellow panel) The structure rotates clockwise. (push black/white panel) The structure rotates counterclockwise. The arrow on the compass rose now indicates DIRECTION. The short pole prevents the structure from rotating. The structure shakes slightly but doesn't move. The structure rocks back and forth slightly but doesn't move. The structure has reached the end of the stone channel and won't budge. "The panel is closed. "The structure blocks your way. "is resting on the stone floor." "The pine wall swings open. The pine wall closes quietly. "The structure wobbles north/south..." "The structure slides north/south and stops over another compass rose. The movement of the structure alerts the Guardians. The structure wobbles as it moves, alerting the Guardians. The pine door opens into the field of view of the Guardians. A Guardian notices a wooden structure creeping by, and his suspicions are aroused.

There is evidently enough friction to keep the pole from dropping back down.) The long pole at the center of the bar extends from the ceiling through the bar to the circular area in the stone channel. This bottom end of the pole has a T-bar a bit less than two feet long attached to it, and on the T-bar is carved an arrow. The arrow and T-bar are pointing (west) //(any cardinal direction). YELLOW PANEL WHITE PANEL RED PANEL BLACK PANEL MAHOGENY WALL PINE WALL WOODEN BAR LONG POLE SHORT POLE T-BAR COMPASS ARROW	A Guardian notices the open side of the structure, and his suspicions are aroused. There is a wooden wall blocking your way. wooden panel which once contained a mirror. The shattered pieces of a mirror cover the floor. The corridor continues north and south. (leave) As you leave, the door swings shut. I don't see a way to open the mirror here. Shards of a broken mirror are dangerous to play with. The mirror is mounted on a wooden panel which moves slightly inward as you push, and back out when you let go. The mirror feels fragile. The mirror is unyielding, but seems rather fragile. I don't see a way to open the panel here. The wooden panel moves slightly inward as you push, and back out when you let go. The panel is unyielding.
Narrow Room [east] You are in a narrow room, whose west wall is a large mirror. The opposite wall is solid rock. To the north and south are large hallways.	
Narrow Room [west] You are in a narrow room, whose east wall is a large mirror. The opposite wall is solid rock. To the north and south are large hallways.	
Hallway [north] This is a part of the long hallway. The east and west walls are dressed stone. In the center of the hall is a shallow stone channel. In the center of the room the channel widens into a large hole around which is engraved a compass rose. Somewhat to the north, identical stone	(?)The statues are impassive. (?more hallway material?) To the north is a large hallway.

statues face each other from pedestals on opposite sides of the corridor. The statues represent Guardians of Zork, a military order of ancient lineage. They are portrayed as heavily armored warriors standing at ease, hands clasped around formidable bludgeons. The south side of the room is divided by a wooden wall into small hallways to the southeast and southwest.	Somewhat to the south The [east and] west. The corridor continues north. The corridor continues south.
(GUARDIANS ROOM)	The Guardians awake, and in perfect unison, utterly destroy you with their stone bludgeons. Satisfied, they resume their posts. Suddenly the Guardians realize someone is trying to sneak by them in the structure. They awake, and in perfect unison, hammer the box and its contents (including you) to pulp. They then resume their posts, satisfied. Attacking the Guardians is about as useful as attacking a stone wall. Unfortunately for you, your futile blow attracts their attention, and they manage to dispatch you effortlessly. (end game death) Normally I could attempt to rectify your condition, but I'm ashamed to say my abilities are not equal to dealing with your present state of disrepair. Permit me to express my profoundest regrets.
Dungeon Entrance You are in a north-south hallway which ends in a large wooden door. [The south side of the room is divided by a wooden wall into small hallways to the southeast and southwest.] The wooden door has a barred panel in it at about head height. The panel is closed and the door is (closed)/(open). WOODEN DOOR	(south) There is a wooden wall blocking your way (knock on door) The knock reverberates along the hall. For a time it seems there will be no answer. Then you hear someone unlatching the small wooden panel. Through the bars of the great door, the wrinkled face of an old man appears. He gazes down at you and intones as follows: "I am the Master of the Dungeon, whose task it is to insure that none but the most scholarly and masterful adventurers are admitted into the secret realms of the Dungeon. To ascertain whether you meet the stringent requirements laid down by the Great Implementers, I will ask three questions which should be easy for one of your reputed excellence to answer. You have undoubtedly discovered their answers during your travels through the Dungeon. Should you answer each of these questions correctly within five

attempts, then I am obliged to acknowledge your skill and daring and admit you to these regions.

The booming voice asks:

(asks any three questions)

- (1) "From which room can one enter the robber's hideaway without passing through the cyclops room?" Treasure
- (2) "Beside the Temple, to which room is it possible to go from the Altar?" Forest
- (3) "What is the minimum specified value of the Zork treasures, in Zorkmids?" 30003
- (4) "What object is of use in determining the function of the iced cakes?" Flask
- (5) "What can be done to the Mirror that is useful?" Touch
- (6) "The taking of which object offends the ghosts?" Skeleton
- (7) "What object in the Dungeon is haunted?" Rusty Knife
- (8) "In which room is 'Hello, Sailor!' useful?" None

The dungeon master says 'You are wrong. You have X more chance(s).'

The dungeon master says 'Excellent'

There is no reply.

(all right)

The dungeon master, obviously pleased, says "You are indeed a master of lore. I am proud to be at your service." The massive wooden door swings open, and the master motions for you to enter.

(failure)

The dungeon master, obviously disappointed in your lack of knowledge, shakes his head and mumbles "I guess they'll let anyone in the Dungeon these days". With that, he departs.

The door won't budge.

There is no answer.

	(dungeon master text??) X eludes you.
Narrow Corridor You are in a narrow north-south corridor. At the south end is a door and at the north end is an east-west corridor. The door is (open)/(closed).	
South Corridor You are in an east-west corridor which turns north at its eastern and western ends. The walls of the corridor are marble. An additional passage leads south at the center of the corridor. In the center of the north wall of the passage is a bronze door which is (closed)/(open). BROZE DOOR	The door is securely fastened.
East Corridor This is a corridor with polished marble walls. The corridor widens into larger areas as it turns west at its northern and southern ends.	
West Corridor This is a corridor with polished marble walls. The corridor widens into larger areas as it turns east at its northern and southern ends.	
North Corridor This is a large east-west corridor which opens onto a northern parapet at its center. You can see flames and smoke as you peer towards the parapet. The corridor turns south at its east and west ends, and due south is a massive wooden door. In the door is a small window barred with iron. The door is (closed)/(open). CELL DOOR	(close door) The cell door is now closed.
Parapet You are standing behind a stone retaining wall which rims a large parapet overlooking a fiery pit. It is difficult to see through the smoke	(north) You would be burned to a crisp in no time. The dial face only contains numbers.

and flame which fills the pit, but it seems to be more or less bottomless. It also extends upward out of sight. The pit itself is of roughly dressed stone and circular in shape. It is about two hundred feet in diameter. The flames generate considerable heat, so it is rather uncomfortable standing here. There is an object here which looks like a sundial. On it are an indicator arrow and (in the center) a large button. On the face of the dial are numbers 'one' through 'eight'. The indicator points to the number 'one [two~eight]'. SUNDIAL: LARGE BUTTON: ONE TWO THREE FOUR FIVE SIX SEVEN EIGHT	You must specify what to set the dial to. The dial spins and comes to a stop pointing at ' (push button) The button depresses with a slight click, and pops back. (turn dial to NUMBER) The dial now points to NUMBER. (open door) The wooden door opens. (close door) The wooden door closes.
Prison Cell You are in a featureless prison cell. You can see (the east-west corridor outside the open wooden door in front of you.) / (only the flames and smoke of the pit out the small window in a closed door in front of you.) Behind you is a bronze door which seems to be (closed)/(open). You are in a featureless prison cell. Its wooden door is securely fastened, and you can see only the flames and smoke of the pit out the small window. On the other side of the cell is a bronze door which seems to be open[closed]. CELL DOOR	The door is securely fastened. (open door) The bronze door opens. (close door) The bronze door closes. (master, turn dial to six and push button)On the other side of the door is a narrow passage which opens out into a larger area.

BRONZE DOOR	
Treasury of Zork This is a room of large size, richly appointed and decorated in a style that bespeaks exquisite taste. To judge from its contents, it is the ultimate storehouse of the treasures of Zork. There are chests here containing precious jewels, mountains of zorkmids, rare paintings, ancient statuary, and beguiling curios. In one corner of the room is a bookcase boasting such volumes as 'The History of the Great Underground Empire,' 'The Lives of the Twelve Flatheads,' 'The Wisdom of the Implementors,' and other informative and inspiring works. On one wall is a completely annotated map of the Great Underground Empire, showing points of interest, various troves of treasure, and indicating the locations of several superior scenic views. On a desk at the far end of the room may be found stock certificates representing a controlling interest in FrobozzCo International, the multinational conglomerate and parent company of the Frobozz Magic Boat Co., etc. As you gleefully examine your new-found riches, the Dungeon Master himself materializes beside you, and says, "Now that you have solved all the mysteries of the Dungeon, it is time for you to assume your rightly-earned place in the scheme of things. Long have I waited for one capable of releasing me from my burden!" He taps you lightly on the head with his staff, mumbling a few well-chosen spells, and you feel yourself changing, growing older and more stooped. For a moment there are two identical mages staring at each other among the treasure, then you watch as your counterpart dissolves into a mist and disappears, a sardonic grin on his face.	

OBJECT LIST	
WELCOME MAT (int desc) A rubber mat saying 'Welcome to Zork!' lies by the door. (desc) There is a welcome mat here. (look) Welcome to Zork!	
SMALL LEAFLET There is a small leaflet here.	(read) WELCOME TO ZORK ZORK is a game of adventure, danger, and low cunning. In it you will explore some of the most amazing territory ever seen by mortal man. Hardened adventurers have run screaming from the terrors contained within! In ZORK the intrepid explorer delves into the forgotten secrets of a lost labyrinth deep in the bowels of the earth, searching for vast treasures long hidden from prying eyes, treasures guarded by fearsome monsters and diabolical traps! No PDP-10 should be without one! ZORK was created at the MIT Laboratory for Computer Science, by Tim Anderson, Marc Blank, Bruce Daniels, and Dave Lebling. It was inspired by the ADVENTURE game of Crowther and Woods, and the long tradition of fantasy and science fiction adventure. ZORK was originally written in MDL (alias MUDDLE). (c) Copyright 1978,1979 Massachusetts Institute of Technology. All rights reserved."
SMALL BIRDS NEST (int desc) On the branch is a small birds nest.	
JEWEL-ENCRUSTED EGG (int desc) In the bird's nest is a large egg encrusted with precious jewels, apparently scavenged somewhere by a childless songbird. The	(open egg) There is no obvious way to open the egg. (close egg) The egg is already open. (?) I doubt you could do that without damaging it.

egg is covered with fine gold inlay, and ornamented in lapis lazuli and mother-of-pearl. Unlike most eggs, this one is hinged and has a delicate looking clasp holding it closed. The egg appears extremely fragile.	(?) The egg is now open, but the clumsiness of your attempt has seriously compromised its esthetic appeal. (?) Your rather indelicate handling of the egg has caused it some damage. The egg is now open. (drop egg from tree) The Not to say that using X isn't original too... The concept of using X is certainly original.
BROKEN JEWEL-ENCRUSTED EGG There is a somewhat ruined egg here.	
BROKEN CLOCKWORK CANARY (int desc) There is a golden clockwork canary nestled in the egg. It seems to have recently had a bad experience. The mountings for its jewel-like eyes are empty, and its silver beak is crumpled. Through a cracked crystal window below its left wing you can see the remains of intricate machinery. It is not clear what result winding it would have, as the mainspring seems sprung. (desc) There is a non-functional canary here.	(wind up canary) There is an unpleasant grinding noise from inside the canary.
CLOCKWORK CANARY (int) There is a golden clockwork canary nestled in the egg. It has ruby eyes and a silver beak. Through a crystal window below its left wing you can see intricate machinery inside. It appears to have wound down. There is golden clockwork canary here.	(wind up)The canary chirps blithely, if somewhat tinnily, for a short time. (wind up in forest) The canary chirps, slightly off-key, an aria from a forgotten opera. From out of the greenery flies a lovely songbird. It perches on a limb just over your head and opens its beak to sing. As it does so a beautiful brass bauble drops from its mouth, bounces off the top of your head, and lands glimmering in the grass. As the canary winds down, the songbird flies away. (find songbird) The songbird is not here, but is probably nearby.
PILE OF LEAVES There is a pile of leaves on the ground.	(burn leaves) The leaves burn and the neighbors start to complain. (count leaves) There are 69,105 leaves here. (take leaves while burning) The sight of someone carrying a pile of burning leaves so offends the neighbors that they come over and put you out.

GRATING	
BROWN SACK On the table is an elongated brown sack, smelling of hot peppers. [The brown sack contains: A clove of garlic A lunch]	(open sack) You open the brown sack, revealing a clove of garlic and a lunch.
GLASS BOTTLE (int desc) A bottle is sitting on the table. (desc) A clear glass bottle is here. The glass bottle contains: A quantity of water (Carrying a glass bottle with a quantity of water)	(open bottle) You open the bottle. (close bottle) You close the bottle. (throw bottle) The bottle hits the far wall and shatters. (?)A brilliant maneuver destroys the bottle (?)The bottle is closed. (fill bottle) The bottle is already full. (fill bottle) The bottle is now full of water.
QUANTITY OF WATER There is some water here.	(Drink water) (if bottle closed) I'd like to, but I can't get to it. (drink water) Thank you very much. I was rather thirsty (from all this talking, probably). (after taking out of bottle and dropping) The water spills to the floor and evaporates. (pour water) The water spills to the floor and evaporates immediately. (?)The water splashes on the walls and evaporates immediately. (?)The water leaks out of the OBJ, and evaporates immediately. (take water) The water slips through your fingers.
CLOVE OF GARLIC	(eat garlic) Thank you very much. It really hit the spot.
LUNCH A hot pepper sandwich is here.	(eat lunch) Thank you very much. It really hit the spot.
LAMP (int desc) A battery-powered brass lantern is on the trophy case. (desc) There is a brass lantern (battery-powered) here. (BROKEN LAMP) (desc) There is a broken brass lantern here.	(misc lighting) The lamp appears to be getting dimmer. The lamp is dying. (throw lamp) The lamp has smashed into the floor and the light has gone out.

SWORD (int desc) On hooks above the mantelpiece hangs an elvish sword of great antiquity. (desc) There is an elvish sword here.	(misc glowing) Your sword has begun to glow very brightly. Your sword is glowing with a faint blue glow. Your sword is no longer glowing.
BRICK There is a square brick here which feels like clay.	(light wire with match) The wire starts to burn. (if in room when explodes) Now you've done it. It seems that the brick has other properties than weight, namely the ability to blow you to smithereens. (if outside room when explodes) There is an explosion nearby. (use in house??) The house shakes, and the ceiling of the room you're in collapses, turning you into a pancake.
ROPE (int) A large coil of rope is lying in the corner. (desc) There is a large coil of rope here.	(tie rope) There is nothing it can be tied to. (tie rope) The rope is already attached. (tie rope) The rope is fastened to OBJECT. (tie rope to railing) The rope drops over the side and comes within ten feet of the floor. (tie rope to me) You cannot tie the rope to yourself. (tie to enemy?) X struggles and you cannot tie him up. (take rope while tied) The rope is tied to the railing. (or X) (untie rope) The rope is now untied. (untie rope) It is not tied to anything. (?)It's not easy to play with the rope in your position.
KNIFE (int) On a table is a nasty-looking knife. (desc) There is a nasty-looking knife lying here.	
TROLL (int desc) A nasty-looking troll, brandishing a bloody axe, blocks all passages out of the room. (unconscious) An unconscious troll is sprawled on the floor. All passages out of the room are open.	(if troll drops axe) The troll, now worried about this encounter, recovers his bloody axe. (?) The troll, disarmed, cowers in terror, pleading for his life in the guttural tongue of the trolls. (take) The troll spits in your face, saying "Better luck next time." (?) The troll laughs at your puny gesture. (?) Unfortunately, the troll can't hear you.

(?) The troll stirs, quickly resuming a fighting stance.

(give item) The troll, who is not overly proud, graciously accepts the gift and not having the most discriminating tastes, gleefully eats it.

(?throw knife) The troll, who is remarkably coordinated, catches the OBJECT and being for the moment sated, throws it back. Fortunately, the troll has poor control, and the knife falls to the floor. He does not look pleased.

(troll attacks)

The troll swings his axe, but it misses.

The troll's axe barely misses your ear.

The axe sweeps past as you jump aside.

The axe crashes against the rock, throwing sparks!

The flat of the troll's axe hits you delicately on the head, knocking you out.

The troll lands a killing blow. You are dead.

The troll neatly removes your head.

The troll's axe stroke cleaves you from the nape to the chops.

The troll's axe removes your head.

The axe gets you right in the side. Ouch!

The flat of the troll's axe skins across your forearm.

The troll's swing almost knocks you over as you barely parry in time.

The troll swings his axe, and it nicks your arm as you dodge.

The troll charges, and his axe slashes you on your X.

An axe stroke makes a deep wound in your leg.

The troll's axe swings down, gashing your shoulder.

The troll sees a hole in your defense, and a lightning stroke opens a wound in your left side.

The troll hits you with a glancing blow, and you are momentarily stunned.

The troll swings; the blade turns on your armor but crashes broadside into your head.

You stagger back under a hail of axe strokes.

The troll's mighty blow drops you to your knees.

The troll swings, you parry, but the force of his blow disarms you.

	The axe knocks your WEAPON out of your hand. It falls to the floor. The WEAPON is knocked out of your hands, but you parried the blow. The axe hits your X and knocks it spinning. (other troll battle actions) The troll strikes at your unconscious form, but misses in his rage. The troll hesitates, fingering his axe. The troll scratches his head ruminatively: Might you be magically protected, he wonders? The troll seems afraid to approach your crumpled form. Conquering his fears, the troll puts you to death.
BLOODY AXE	(take axe) The troll's axe seems white-hot. You can't hold on to it.
PEARL NECKLACE There is a pearl necklace here with hundreds of large pearls.	
THIEF There is a suspicious-looking individual, holding a bag, leaning against one wall. He is armed with a vicious-looking stiletto. (if unconscious) There is a suspicious-looking individual lying unconscious on the ground. His bag and stiletto seem to have vanished. Someone carrying a large bag is casually leaning against one of the walls here. He does not speak, but it is clear from his aspect that the bag will be taken only over his dead body. THIEF'S SACK (?)His booty remains.	(death of thief) As the thief dies, the power of his magic decreases, and his treasures reappear: (take chalice while alive) Realizing just in time that you'd be stabbed in the back if you attempted to take the chalice, you return to the fray. (?) The thief, being temporarily incapacitated, is unable to acknowledge your greeting with his usual graciousness. (if wake up from unconscious) The robber revives, briefly feigning continued unconsciousness, and when he sees his moment, scrambles away from you. (take) Once you got him, what would you do with him? (?) You evidently frightened the robber, though you didn't hit him. He Flees, [but the contents of his bag fall on the floor.] (throw dagger) You missed. The thief makes no attempt to take the knife, though it would be a fine addition to the collection in his bag. He does seem angered by your attempt. (recovering consciousness) Your proposed victim suddenly recovers consciousness.

(?)You suddenly notice that OBJ vanished.	(give brick) The thief seems rather offended by your offer. Do you think he's as stupid as you are? (give item) The thief is taken aback by your unexpected generosity, but accepts OBJECT in his bag and thanks you politely. (?) and stops to admire its beauty. (?) The thief places OBJ (gathering dropped stiletto) The robber, somewhat surprised at this turn of events, nimbly retrieves his stiletto. (?) Your opponent, determining discretion to be the better part of valor, decides to terminate this little contretemps. With a rueful nod of his head, he steps backward into the gloom and disappears. The holder of the large bag just left, looking disgusted. Fortunately, he took nothing. (walking through rooms/robbing you) A seedy-looking individual with a large bag just wandered through the room. On the way through, he quietly abstracted all valuables from the room and from your possession, mumbling something about "Doing unto others before..." The other occupant just left, still carrying his large bag. You may not have noticed that he robbed you blind first. The other occupant (he of the large bag), finding nothing of value, left disgusted. A 'lean and hungry' gentleman just wandered through, carrying a large bag. Finding nothing of value, he left disgruntled. The thief seems to have left you in the dark. You hear, off in the distance, someone saying "My, I wonder what this fine X is doing here." The robber, rummaging through his bag, dropped a few items he found valueless. (battle) The thief stabs nonchalantly with his stiletto and misses. You dodge as the thief comes in low.
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	You parry a lightning thrust, and the thief salutes you with a grim nod. The thief tries to sneak past your guard, but you twist away. Shifting in the midst of a thrust, the thief knocks you unconscious with the haft of his stiletto. Finishing you off, a lightning throw right to the heart. The stiletto severs your jugular. It looks like the end. The thief comes in from the side, feints, and inserts the blade into your ribs. The thief bows formally, raises his stiletto, and with a wry grin, ends the battle and your life." A quick thrust pinks your left arm, and blood starts to trickle down. The thief draws blood, raking his stiletto across your arm. The stiletto flashes faster than you can follow, and blood wells from your leg. The thief slowly approaches, strikes like a snake, and leaves you wounded. The thief strikes like a snake! The resulting wound is serious. The thief stabs a deep cut in your upper arm. The stiletto touches your forehead, and the blood obscures your vision. The thief strikes at your wrist, and suddenly your grip is slippery with blood. The butt of his stiletto cracks you on the skull, and you stagger back. You are forced back, and trip over your own feet, falling heavily to the floor. The thief rams the haft of his blade into your stomach, leaving you out of breath. The thief attacks, and you fall back desperately. A long, theatrical slash. You catch it on your X, but the thief twists his knife, and the X goes flying. You parry a low thrust, and your X slips out of your hand. The thief neatly flips your X out of your hands, and it drops to the floor. Avoiding the thief's stiletto, you stumble to the floor, dropping your X The thief, a man of good breeding, refrains from attacking a helpless opponent. The thief amuses himself by searching your pockets. The thief entertains himself by rifling your pack. The thief, noticing you begin to stir, reluctantly finishes you off.
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	The thief, forgetting his essentially genteel upbringing, cuts your throat. The thief, who is essentially a pragmatist, dispatches you as a threat to his livelihood. The thief knocks you out.
STILLETTO There is a vicious-looking stiletto here.	
PIECE OF 'EAT-ME' CAKE There is a piece of cake here with the words 'Eat-Me' on it.	(read) Eat-Me (eat eat-me not in Tea Room) Thank you very much. It really hit the spot. (eat eat-me in Tea Room) Suddenly, the room appears to have become very large.
PIECE OF CAKE WITH ORANGE ICING	(read) The only writing legible is a capital E. The rest is too small to be clearly visible. (eat) You have been blasted to smithereens (wherever they are). (read with bottle) The letters appear larger, but still are too small to be read. (read with flask) The icing, now visible, says 'Explode'.
PIECE OF CAKE WITH RED ICING	(read) The only writing legible is a capital E. The rest is too small to be clearly visible. (eat) Thank you very much. It really hit the spot. (read with bottle) The letters appear larger, but still are too small to be read. (read with flask) The icing, now visible, says 'Evaporate'. (throw at pool) The pool of water evaporates, revealing a tin of rare spices.
PIECE OF CAKE WITH BLUE (ECCH) ICING	(read) The only writing legible is a capital E. The rest is too small to be clearly visible. (eat in Tea Room) The room seems to have become too small to hold you. It seems that the walls are not as compressible as your body, which is somewhat demolished. (eat in Posts Room) The room around you seems to be getting smaller. (read with bottle) The letters appear larger, but still are too small to be read. (read with flask) The icing, now visible, says 'Enlarge'.
GREEN PIECE OF PAPER (desc) There is a green piece of paper here.	(read) !!!! FROBOZZ MAGIC ROBOT COMPANY !!!! Hello, Master!

	I am a late-model robot, trained at MIT Tech to perform various simple household functions. Instructions for use: To activate me, use the following formula: >ROBOT, <something to do> <cr> Warranty: No warranty is expressed or implied. At your service!
ROBOT There is a robot here.	(take) Once you got him, what would you do with him? (successful robot command) "Whirr, buzz, click!" (bad robot command) "I am only a stupid robot and cannot perform that command." (robot, eat) "I am sorry but that action is difficult for a being with no mouth." (robot, read cake) "My vision is not sufficiently acute to read such small type." (give item) The robot gladly takes the X and nods his head-like appendage in thanks. (?) The robot is injured (being of shoddy construction) and falls to the floor in a pile of garbage, which disintegrates before your eyes.
WHITE SPHERE There is a beautiful white crystal sphere here.	(Look into) As you peer into the sphere, a strange vision takes shape of a distant room, which can be described clearly... [give Dreary Room description] The vision fades, revealing only an ordinary crystal sphere.
GLASS FLASK FILLED WITH LIQUID A stoppered glass flask with a skull-and-crossbones marking is here. The flask is filled with some clear liquid.	(open flask) Just before you pass out, you notice that the vapors from the flask's contents are fatal. (throw flask) The flask breaks into pieces. (followed by open flask) (?) Noxious vapors prevent your entry.
TIN OF RARE SPICES There is a tin of rare spices here.	(??eat spices) Talk about eating rich foods.

STEEL BOX There is a dented steel box here.	(open box) You open the steel box, revealing a fancy violin.
FANCY VIOLIN There is a Stradivarius here.	(play violin) An amazingly offensive noise issues from the violin. (?) Very good. The violin is now worthless.
BAG OF COINS An old leather bag, bulging with coins, is here.	
SET OF SKELETON KEYS	
BURNED-OUT LANTERN The deceased adventurer's useless lantern is here.	
RUSTY KNIFE Beside the skeleton is a rusty knife.	(take knife) As you pick up the rusty knife, your sword gives a single pulse of blinding blue light. (attack) As the knife approaches its victim, your mind is submerged by an overmastering will. Slowly, your hand turns, until the rusty blade is an inch from your neck. The knife seems to sing as it savagely slits your throat.
CYCLOPS A cyclops, who looks prepared to eat horses (much less mere adventurers), blocks the staircase. From his state of health, and the bloodstains on the walls, you gather that he is not very friendly, though he likes people. [The cyclops is standing in the corner, eyeing you closely. I don't think he likes you very much. He looks extremely hungry even for a cyclops.] [The cyclops, having eaten the hot peppers, appears to be gasping. His enflamed tongue protrudes from his man-sized mouth.] [The cyclops is sleeping blissfully at the foot of the stairs.]	(give garlic) The cyclops may be hungry, but there is a limit. (give lunch) The cyclops says 'Mmm Mmm. I love hot peppers! But oh, could I use a drink. Perhaps I could drink the blood of that thing'. From the gleam in his eye, it could be surmised that you are 'that thing'." (give bottle) The cyclops apparently is not thirsty and refuses your generosity. (give bottle) The cyclops looks tired and quickly falls fast asleep (what did you put in that drink, anyway?). (give other) The cyclops is not so stupid as to eat THAT! (?) 'Do you think I'm as stupid as my father was?', he says, dodging. (odysseus/ulysses) The cyclops, hearing the name of his father's deadly nemesis, flees the room by knocking down the wall on the north of the room. (odysseus/Ulysses elsewhere) Wasn't he a sailor? (take Cyclops) The cyclops doesn't take kindly to being grabbed. (tie Cyclops) You cannot tie the cyclops, though he is fit to be tied. (attack Cyclops) The cyclops ignores all injury to his body with a shrug.

(wake up) The cyclops yawns and stares at the thing that woke him up.

(Cyclops steps)

The cyclops seems somewhat agitated.

The cyclops appears to be getting more agitated.

The cyclops is moving about the room, looking for something.

The cyclops was looking for salt and pepper. I think he is gathering condiments for his upcoming snack.

The cyclops is moving toward you in an unfriendly manner.

You have two choices: 1. Leave 2. Become dinner.

The cyclops, tired of all of your games and trickery, eats you. The cyclops says 'Mmm. Just like mom used to make 'em.'"

(fighting)

The Cyclops misses, but the backwash almost knocks you over.

The Cyclops rushes you, but runs into the wall.

The Cyclops trips over his feet trying to get at you.

The Cyclops unleashes a roundhouse punch, but you have time to dodge.

The Cyclops knocks you unconscious.

The Cyclops sends you crashing to the floor, unconscious.

The Cyclops raises his arms and crushes your skull.

The Cyclops has just essentially ripped you to shreds.

The Cyclops decks you. In fact, you are dead.

The Cyclops breaks your neck with a massive smash.

A quick punch, but it was only a glancing blow.

The Cyclops grabs but you twist free, leaving part of your cloak.

A glancing blow from the Cyclops' fist.

The Cyclops chops at you with the side of his hand, and it connects, but not solidly.

The Cyclops gets a good grip and breaks your arm.

The monster smashes his huge fist into your chest, breaking several ribs.

	The Cyclops almost knocks the wind out of you with a quick punch. A flying drop kick breaks your jaw. The Cyclops breaks your leg with a staggering blow. The Cyclops knocks you silly, and you reel back. The Cyclops lands a punch that knocks the wind out of you. Heedless of your weapons, the Cyclops tosses you against the rock wall of the room. The Cyclops grabs you, and almost strangles you before you wiggle free, breathless. The Cyclops grabs you by the arm, and you drop your X. The Cyclops grabs your X, tastes it, and throws it to the ground in disgust. The monster grabs you on the wrist, squeezes, and you drop your X in pain. The Cyclops is so excited by his success that he neglects to kill you. The Cyclops, momentarily overcome by remorse, holds back. The Cyclops seems unable to decide whether to broil or stew his dinner. The Cyclops, no sportsman, dispatches his unconscious victim. The Cyclops kicks your X out of your hand. arm.
GRAIL There is an extremely valuable (perhaps original) grail here.	
PLATINUM BAR There is a large platinum bar here.	(take) bar bar...
MATCHBOOK There is a matchbook whose cover says 'Visit Beautiful FCD#3' here.	(read) [close cover before striking BKD] YOU too can make BIG MONEY in the exciting field of PAPER SHUFFLING! Mr. TAA of Muddle, Mass. says: "Before I took this course I used to be a lowly bit twiddler. Now with what I learned at MIT Tech I feel really important and can obfuscate and confuse with the best."

	Mr. MARC had this to say: "Ten short days ago all I could look forward to was a dead-end job as a doctor. Now I have a promising future and make really big Zorkmids." MIT Tech can't promise these fantastic results to everyone. But when you earn your MDL degree from MIT Tech your future will be brighter. Send for our free brochure today. (light match) One of the matches starts to burn. I'm afraid that you have run out of matches The match has gone out. The match is out. (send for brochure) Ok, but you know the postal service... (misc) There is a knocking sound from the front of the house. (count matches) You have five matches.
TOUR GUIDEBOOK (int desc) Some guidebooks entitled 'Flood Control Dam #3' are on the reception desk. There are tour guidebooks here.	Guide Book to Flood Control Dam #3 Flood Control Dam #3 (FCD#3) was constructed in year 783 of the Great Underground Empire to harness the destructive power of the Frigid River. This work was supported by a grant of 37 million zorkmids from the Central Bureaucracy and your omnipotent local tyrant Lord Dimwit Flathead the Excessive. This impressive structure is composed of 3.7 cubic feet of concrete, is 256 feet tall at the center, and 193 feet wide at the top. The reservoir created behind the dam has a volume of 37 billion cubic feet, an area of 12 million square feet, and a shore line of 36 thousand feet. The construction of FCD#3 took 112 days from ground breaking to the dedication. It required a work force of 384 slaves, 34 slave drivers, 12

	engineers, 2 turtle doves, and a partridge in a pear tree. The work was managed by a command team composed of 2345 bureaucrats, 2347 secretaries (at least two of whom can type), 12,256 paper shufflers, 52,469 rubber stampers, 245,193 red tape processors, and nearly one million dead trees. We will now point out some of the more interesting features of FCD#3 as we conduct you on a guided tour of the facilities: 1) You start your tour here in the Dam Lobby. You will notice on your right that
TUBE There is an object which looks like a tube of toothpaste here.	(read) ---> Frobozz Magic Gunk Company <--- All-Purpose Gunk" (squeeze tube) The tube is closed. (open tube) You open the tube, revealing a viscous material. (squeeze tube) The viscous material oozes into your hand. (squeeze tube) The tube is apparently empty. (Put something inside) The tube refuses to accept anything. (brush teeth with gunk) Well, you seem to have been brushing your teeth with some sort of glue. As a result, your mouth gets glued together (with your nose and you die of respiratory failure.
WRENCH	
SCREWDRIVER	
VISCOUS MATERIAL There is some gunk here.	
CRYSTAL TRIDENT (int) On the shore lies Poseidon's own crystal trident. Poseidon's own crystal trident is here.	
PUMP	

There is a small pump here.	
PAINTING (int) Fortunately, there is still one chance for you to be a vandal, for on the far wall is a work of unparalleled beauty. A masterpiece by a neglected genius is here. [There is a worthless piece of canvas here.]	(break painting with X) Congratulations! Unlike the other vandals, who merely stole the artist's masterpieces, you have destroyed one.
PORTRAIT (int) A portrait of J. Pierpont Flathead hangs on the wall. The portrait of J. Pierpont Flathead is here.	(read) <pre> _ \$\$ \$\$ \ >> / ____ -//-- \\//____// _// /_// ____// \ /\$/ **** \\$\ / / ** \ \ / / ** \ \ / / ** \ \ / / ** \ \ x x_ ____\$Z\$**\$Z\$____ __x x \ * \$Z\$**\$Z\$ * / _____*____\$Z\$**\$Z\$____*____/ \$Z\$**\$Z\$ </pre> J. PIERPONT FLATHEAD

	Oh ye who go about saying unto each: "Hello sailor": dost thou know the magnitude of thy sin before the gods? Yea, verily, thou shalt be ground between two stones. Shall the angry gods cast thy body into the whirlpool? Surely, thy eye shall be put out with a sharp stick! Even unto the ends of the earth shalt thou wander and unto the land of the dead shalt thou be sent at last. Surely thou shalt repent of thy cunning. (burn book) A booming voice says 'Wrong, cretin!' and you notice that you have turned into a pile of dust.
PAIR OF CANDLES (int) On the two ends of the altar are burning candles. There are two candles here.	(light candles) The candles are already lighted. (light candles) The candles are lighted. (light candles) Alas, there's not much left of the candles. Certainly not enough to burn. (light candles) You realize, just in time, that the candles are already lighted. (light candles) You have to light them with something that's burning, you know. (light candles with torch) The heat from the torch is so intense that the candles are vaporized. (douse candles) The flame is extinguished. (douse candles) The candles are not lighted. (time passes) The candles grow shorter. The candles are very short. (count candles) Let's see, how many objects in a pair? Don't tell me, I'll get it.
TRUNK OF JEWELS (int) Lying half buried in the mud is an old trunk, bulging with jewels. There is an old trunk here, bulging with assorted jewels.	
CHALICE There is a silver chalice, intricately engraved, here.	
TORCH (int) Sitting on the pedestal is a flaming torch, made of ivory.	(douse torch) You burn your hand as you attempt to extinguish the flame. (pour water on) The water evaporates before it gets close.

There is an ivory torch here.	
WIRE COIL There is a coil of thin shiny wire here.	(burn wire) The wire rapidly burns into nothingness. (put wire in brick) You put the coil of wire into the brick.
GOLD COFFIN The solid-gold coffin used for the burial of Ramses II is here.	(?)The coil of rope is tied to Ramses II's gold coffin.
HUNK OF BAT GUANO	(dig guano) You are digging into a pile of bat guano. (dig guano) You seem to be getting knee deep in guano. (dig guano) You are covered with bat turds, cretin. (dig guano) This is getting you nowhere.
SHOVEL There is a large shovel here.	(dig other) The ground is too hard for digging here.
PILE OF PLASTIC There is a folded pile of plastic here which has a small valve attached.	(?)You don't have enough lung power to inflate it. (inflate boat with pump) The boat must be on the ground to be inflated. (inflate boat with pump) The boat inflates and appears seaworthy.
BROKEN SHARP STICK (int) A sharp stick, which appears to have been broken at one end, is here. There is a broken sharp stick here.	
MAGIC BOAT There is an inflated boat here. The boat contains: A tan label.	(deflate boat) The boat deflates. (deflate boat) You can't deflate the boat while you're in it. (deflate boat) The boat must be on the ground to be deflated. (inflate boat) Inflating it further would probably burst it. (inflate with other)With OBJ? Surely you jest! (if enter with stick) There is a hissing sound and the boat deflates.
TAN LABEL	(read) !!!! FROBOZZ MAGIC BOAT COMPANY !!!! Hello, Sailor!

	Instructions for use: To get into boat, say 'Board' To leave boat, say 'Disembark' To get into a body of water, say 'Launch' To get to shore, say 'Land' Warranty: This boat is guaranteed against all defects in parts and workmanship for a period of 76 milliseconds from date of purchase or until first used, whichever comes first. Warning: This boat is made of plastic. Good Luck!
PLASTIC BOAT (WITH HOLE) There is a pile of plastic here with a large hole in it.	(inflate boat with pump) This boat will not inflate since some moron put a hole in it. (?)Well done. The boat is repaired. (deflate boat) Come on, now!
RED BUOY There is a red buoy here (probably a warning).	(take buoy) Something seems funny about the feel of the buoy. (open) You open the buoy, revealing a large emerald.
LARGE EMERALD There is an emerald here.	
STATUE There is a beautiful statue here.	
POT OF GOLD (int) At the end of the rainbow is a pot of gold.	
NEWSPAPER There is an issue of US NEWS & DUNGEON REPORT (dated 08/26/04) here	(DIFFERENT REPORTS IN DIFFERENT VERSIONS)

JADE FIGURINE There is an exquisite jade figurine here.	
SAPPHIRE BRACELET There is a sapphire-encrusted bracelet here.	
SMALL PILE OF COAL There is a small heap of coal here.	
BROKEN TIMBER There is a wooden timber on the ground here.	
ROPE TIED TO BROKEN TIMBER The coil of rope is tied to the wooden timber. (slide room desc) A broken timber is lying on the ground here. Tied to it is a piece of rope, which is dangling down the slide.	(take) The rope comes loose as you take the broken timber. (tie rope to timber at slide) The rope dangles down the slide. (tie rope to timber at shaft room) The rope dangles down into the darkness. (tie rope to timber elsewhere) The rope drops gently to the floor below. (?) It is too clumsy when you are carrying it.
HUGE DIAMOND	
NOTE OF WARNING (int) There is a piece of paper on the ground here. (?) A note from the Thief.	(read) The paper is rather worn; although the writing is barely legible (the author probably had only a used pencil), it is a very elegant copperplate. To Whom It May Concern: I regret to report that the rumors regarding treasure contained in the chamber to which this passage leads have no basis in fact. Should you nevertheless be sufficiently foolhardy to enter, it will be quite impossible for you to exit. Sincerely yours, The Thief
GOLD CARD Nestled inside the niche is an engraved gold card.	(read)

There is a solid gold engraved card here.	<pre> FROBOZZ MAGIC SECURITY SYSTEMS Door Pass Royal Zork Puzzle Museum #632-988-496-XTHF USE OF THIS PASS BY UNAUTHORIZED PERSONS OR AFTER EXPIRATION DATE WILL RESULT IN IMMEDIATE CONFISCATION (approved) Will Weng 789 G.U.E. Expires 792 G.U.E. _____ </pre>
BLUE CRYSTAL SPHERE In the center of the table sits a blue crystal sphere.	
RUSTY IRON KEY	
RED CRYSTAL SPHERE On the floor sits a red crystal sphere.	(look in) (shows the next room where the first sphere is) An astonished adventurer is staring into a crystal sphere.
RUBY On the floor lies a moby ruby. There is a moby ruby lying here.	
BASKET / BALLOON There is a very large and extremely heavy wicker basket with a cloth bag here. Inside the basket is a metal receptacle of some kind. Attached to the basket on the outside is a piece of wire.	(?)The cloth bag is inflated and there is (?)The cloth bag is draped over the basket. (?)I'm afraid you can't control the balloon in this way. (?)You don't really want to hold a burning OBJECT.

[There is a balloon here, broken into pieces.]	(?)The receptacle is already occupied. (?)OBJECT has burned out, and that the cloth bag starts to deflate. (take cloth/receptacle) OBJECT is an integral part of the basket and cannot be removed (take wire) (SAB+) The wire might possibly be tied, though. is part of the basket. It may be manipulated within the basket but cannot be removed The basket is anchored to a small hook by the braided wire. The balloon is fastened to the hook. (untie wire) The wire is not tied to anything. (untie wire) The wire falls off of the hook. (burn newspaper) The newspaper burns inside the receptacle. The cloth bag inflates as it fills with hot air. (wait, after lighting) The balloon rises slowly from the ground. The balloon ascends. The balloon descends. The balloon lands. The balloon lifts off. The balloon leaves the ledge. (don't tie down) The balloon floats away. It seems to be ascending, due to its light load. (more wait) You watch as the balloon slowly ascends/descends. (more wait) You hear a boom and notice that the balloon is falling to the ground. You have landed, but the balloon did not survive. burns inside the receptacle. burning in the receptacle. You are tied to the ledge. The balloon has landed.
BLUE LABEL	!!!! FROBOZZ MAGIC BALLOON COMPANY !!!! Hello, Aviator! Instructions for use:

	To get into balloon, say 'Board' To leave balloon, say 'Disembark' To land, say 'Land' Warranty: No warranty is expressed or implied. You're on your own, sport! Good Luck."
VOLCANO GNOME There is a nervous Volcano Gnome here.	A volcano gnome seems to walk straight out of the wall and says 'I have a very busy appointment schedule and little time to waste on trespassers, but for a small fee, I'll show you the way out.' You notice the gnome nervously glancing at his watch. (if wait) The gnome glances at his watch. 'Oops. I'm late for an appointment!' He disappears, leaving you alone on the ledge. (give to gnome) Thank you very much for OBJECT. I don't believe I've ever seen one as beautiful. 'Follow me', he says, and a door appears on the west end of the ledge. Through the door, you can see a narrow chimney sloping steeply downward. The gnome moves quickly, and he disappears from sight. (give worthless to gnome) 'That wasn't quite what I had in mind', he says, crunching OBJECT in his rock-hard hands. (give worthless to gnome) 'That certainly wasn't what I had in mind', he says, and disappears. (?)The gnome appears increasingly nervous.
PRICELESS ZORKMID On the floor is a gold zorkmid coin (a valuable collector's item). There is an engraved zorkmid coin here.	----- / Gold Zorkmid \ / T e n T h o u s a n d \ / Z O R K M I D S \ / \

	<pre> / \ / ! ! \ ^^ ^^ OO OO In Frobs << We Trust (____) _____ \ / \ -- Lord Dimwit Flathead -- / \ -- Beloved of Zorkers -- / \ / \ * 722 G.U.E. * / \ / ----- </pre>
BLUE BOOK	(read) This book is written in a tongue with which I am unfamiliar.
GREEN BOOK	(read) This book is written in a tongue with which I am unfamiliar.
PURPLE BOOK	(read) This book is written in a tongue with which I am unfamiliar. (open) You open the purple book, revealing a stamp.
WHITE BOOK	(read) This book is written in a tongue with which I am unfamiliar.
CARD There is a card with writing on it here.	Warning: This room was constructed over very weak rock strata. Detonation of explosives in this room is strictly prohibited! Frobozz Magic Cave Company per M. Agrippa, foreman
CROWN The excessively gaudy crown of Lord Dimwit Flathead is here. Lord Dimwit's crown is here.	
BURNED OUT IVORY TORCH	

STAMP

There is a Flathead stamp here.

(read)

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V---V---V---V---V---V---V---
|                                     |
|          |||||LORD                |
> !||||   | DIMWIT                  <
|      ||| ---| FLATHEAD            |
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|      |||(_____|                 |
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> G.U.E. POSTAGE     3 Zorkmids  <
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BEAUTIFUL BRASS BAUBLE

FREE BROCHURE

The free brochure contains: A Don Woods Stamp.

(read)

The mailing label on this glossy brochure from MIT Tech reads:

Intrepid Adventurer
c/o Local Dungeon Master
White House, GUE

From the Introduction:

The brochure describes, for the edification of the prospective student, the stringent but wide-ranging curriculum of MIT Tech. Required courses are offered

	in Ambition, Distraction, Uglification and Derision. The Humanities are not slighted in this institution, as the student may register for Reeling and Writhing, Mystery (Ancient and Modern), Seaography, and Drawling (which includes Stretching and Fainting in Coils). Advanced students are expected to learn Laughing and Grief. William Barton Flathead, Fovnder (The brochure continues in this vein for a few hundred more pages.) Affixed loosely to the brochure is a small stamp. (?)It's probably on the way. (send again) Why? Do you need another one?
Don Woods Stamp There is a Don Woods Commemorative stamp here.	(read) ---v---v---v---v---v--- > One / \ G < Lousy / \ U > Point ____ E < () > <--)_(--> P < // \ \ o > // \ \ s < - ----- - t > _ / a < --()-- g > / \ e < - --- _ --- - > \ _/_ _/_ / <

	<pre> _/_____\ > f.m.l.c. < ----- > < Donald Woods, Editor > Spelunker Today < _ _ _ ^ _ _ ^ _ _ ^ _ _ ^ _ _</pre>
BUNCH OF COKE BOTTLES There is a large pile of empty Coke bottles here, evidently produced by the implementers during their long struggle to win totally.) Many empty Coke bottles are here. Alas, they can't hold water.	(break) Congratulations! You've managed to break all those bottles. Fortunately for your feet, they were made of magic glass and disappear immediately.
STACK OF LISTINGS There is a gigantic pile of line-printer output here. Although the paper once contained useful information, almost nothing can be distinguished now. There is an enormous stack of line-printer paper here. It is barely readable.	(read) <pre><DEFINE FEEL-FREE (LOSER) <TELL "FEEL FREE, CHOMPER!">> ...</pre> The rest is, alas, unintelligible (as were the implementers).
DUNGEON MASTER The dungeon master is quietly leaning on his staff here.	The dungeon master follows you. The Dungeon master gazes at you impatiently, and says, 'My conditions have been stated, abide by them or depart!' You notice that the dungeon master does not follow. The dungeon master answers, 'I will follow.' I don't enjoy leading crazies through the dungeon. The dungeon master says, 'I will stay.' 'I am not permitted to enter the prison cell.' 'I prefer to stay where I am, thank you.' 'I cannot perform that action for you.' (take) 'I'm willing to accompany you, but not ride in your pocket!' (master, stay) 'If you wish,' he replies.

	He is not here. The dungeon master is taken momentarily by surprise. He dodges your blow, and then, with a disappointed expression on his face, he raises his staff, and traces a complicated pattern in the air. As it completes you crumble into dust.
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(if no lamp on)

It is pitch dark. You are likely to be eaten by a grue.

(grue material)

Oh, no! You walked into the slaverling fangs of a lurking grue.

Oh, no! A fearsome grue slithered into the room and devoured you.

(what is a grue)

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is adventurers, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale.

(misc)

Halt! Excavation in Progress!

Frobozz Magic Implementation Company

(Frobozz) The FROBOZZ Corporation created, owns, and operates this dungeon.

(death related)

It appears that that last blow was too much for you. I'm afraid you are dead.

As you take your last breath, you feel relieved of your burdens. The feeling passes as you find yourself before the gates of Hell, where the spirits jeer at you and deny you entry. Your senses are disturbed. The objects in the dungeon appear indistinct, bleached of color, even unreal.

The room looks strange and unearthly.

You clearly are a suicidal maniac. We don't allow psychotics in the cave, since they may harm other adventurers. Your remains will be installed in the Land of the Living Dead, where your fellow adventurers may gloat over them.

There is a clap of thunder, and a voice echoes through the cavern: "Begone, chomper!" Apparently, the voice thinks you are an evil spirit, and dismisses you from the realm of the living.

(while dead)

You cannot enter in your condition. (enter)

All such attacks are vain in your condition. (attack)

Even such a simple action is beyond your capabilities.

How can you think of your score in your condition? (score)

Your hand passes through its object. (take)

(xyzyzy, plugh) A hollow voice says, "Cretin"

(Look at me) As good-looking as ever.

(back) He who puts his hand to the plow and looks back is not fit for the kingdom of winners. In any case, "back" doesn't work.

(Geronimo) Wasn't he an Indian?

(scream) Aaaarrrrrrrrggggggggggghhhhhhhhhhhhhhh!

(barf) I don't know how to do that. I win in all cases!

(comment) Feel Free.

(kill myself) Well, you really did it that time. Is suicide painless?

(brush teeth) Dental hygiene is highly recommended, but I'm not sure what you want to brush them with.

(mumble) You'll have to speak up if you expect me to hear you!

(hello sailor) Nothing happens here.

(hello sailor x10) I think that phrase is getting a bit worn out.

(hello sailor x20) You seem to be repeating yourself.

(sing) Your singing is abominable.

(time) You have been playing ZORK for longer than you think.

(jump) You should have looked before you leaped.

(jump) Geronimo.....

(jump) In the movies, your life would be passing in front of your eyes.
(jump) I'm afraid that leap was a bit much for your weak frame.
(hop1) Very good. Now you can go to the second grade.
(hop2) Have you tried hopping around the dungeon, too?
(hop3) Are you enjoying yourself?
(hop4) Wheeeeeeeeeee!!!!
(hop5) Do you expect me to applaud?
(wave) You wave, feeling foolish.
(wave OBJ) You look ridiculous waving X
(misc boarding) You are already in X, cretin! / You are now in X.
(Disembark) You are on your own feet again.
(pray) If you pray enough, your prayers may be answered.
(grease) You probably put spinach in your gas tank, too.
(play X) You are so engrossed in the role of X that you kill yourself, just as he would have done!

(swearing)
Such language in a high-class establishment like this!
You ought to be ashamed of yourself.
It's not so bad. You could have been killed already.
Tough shit, asshole.
Oh, dear. Such language from a supposed winning adventurer!

(sword miss)
(1) Your swing misses X by an inch.
(2) A mighty blow, but it misses X by a mile.
(3) You charge, but X jumps nimbly aside.
(4) Clang! Crash! X parries.
(5) A good stroke, but it's too slow, X dodges.

(sword knock out)

- (1) Your sword crashes down, knocking X into dreamland.
- (2) X is battered into unconsciousness.
- (3) A furious exchange, and the X is knocked out!

(sword kill)

- (1) It's curtains for X as your sword removes his head.
- (2) The fatal blow strikes X square in the heart: He dies.
- (3) X takes a final blow and slumps to the floor dead.

(sword light wound)

- (1) X is struck on the arm, blood begins to trickle down.
- (2) Your sword pinks X on the wrist, but it's not serious.
- (3) Your stroke lands, but it was only the flat of the blade.
- (4) The blow lands, making a shallow gash in X's arm

(sword serious wound)

- (1) X receives a deep gash in his side.
- (2) A savage blow on the thigh! X is stunned but can still fight!
- (3) Slash! Your blow lands! That one hit an artery, it could be serious!

(sword stagger)

- (1) X is staggered, and drops to his knees.
- (2) X is momentarily disoriented and can't fight back.
- (3) The force of your blow knocks X back, stunned.

(sword lose weapon)

X's weapon is knocked to the floor, leaving him unarmed.

(knife miss)

- (1) Your stab misses X by an inch.
- (2) A good slash, but it misses X by a mile.
- (3) You charge, but X jumps nimbly aside.
- (4) A quick stroke, but X is on guard.
- (5) A good stroke, but it's too slow, X dodges.

(knife knock-out)

- (1) The haft of your knife knocks out X.
- (2) X drops to his knees, unconscious.
- (3) X is knocked out!

(knife kill)

- (1) It's the end for X as your knife severs his jugular.
- (2) The fatal thrust strikes X square in the heart: He dies.
- (3) X takes a final blow and slumps to the floor dead.

(knife light wound)

- (1) X is slashed on the arm, blood begins to trickle down.
- (2) Your knife point pinks X on the wrist, but it's not serious.
- (3) Your stroke lands, but it was only the flat of the blade.
- (4) The blow lands, making a shallow gash in the X's arm.

(knife serious wound)

- (1) X receives a deep gash in his side.
- (2) A savage cut on the leg stuns X, but he can still fight!
- (3) Slash! Your stroke connects! X could be in serious trouble!

(knife stagger)

- (1) X drops to his knees, staggered.
- (2) X is confused and can't fight back.

(3) The quickness of your thrust knocks X back, stunned.

(knife, lose weapon)

X is disarmed by a subtle feint past his guard.

(axe/stiletto miss) You missed X.

(axe/stiletto knock out) You knock X out cold.

(axe/stiletto kill) You give X a killing blow.

(axe/stiletto light wound) You nick X.

(axe/stiletto serious wound) You hit X.

(axe/stiletto stagger) X staggers back.

(axe/stiletto lose weapon) You deftly disarm X, sending his weapon flying.

(if you are unconscious) You are still recovering from that last blow, so your attack is ineffective.

(if lose weapon, but have another) Fortunately, you still have X.

(kill enemy while unconscious) X cannot defend himself: He dies.

(Enemy recovery from unconscious) X slowly regains his feet.

(score)

(1) Cheater

(2) Advanced Cheater

(3) Master Cheater

(4) Super Cheater

(5) Dungeon Master

(6) Incompetent

(7) Beginner

(8) Amateur Adventurer

(9) Novice Adventurer

(10) Junior Adventurer

(11) Adventurer

(12) Hacker

(13) Winner

(14) Master

(15) Wizard

(incant)

Incantations are useless once you have gotten this far.

That incantation seems to have been a failure.

Sorry, only one incantation to a customer.

That spell has no obvious effect.

As the last syllable of your spell fades into silence, darkness envelops you, and the earth shakes briefly. Then all is quiet.

That spell doesn't appear to have done anything useful.

(?broken timber)

X was not well braced and falls through the hole after you, nearly cracking your skull.

(weight) You are carrying X pounds.

(misc unknown phrases)

That word is replaced henceforth with ZORK.

I think you should get that first.

X bows his head to you in greeting.

I think that only schizophrenics say 'Hello' to X

Well, FOO, BAR, and BLETCH to you too!

Waving a

I should recurse infinitely to teach you a lesson, but...

There is nothing interesting there.

Swimming is not allowed in this dungeon.

What do you think is suspending you in midair?

Perhaps it is your head that is swimming.

The door is invulnerable.

You cannot damage this door.

The door is still under warranty.

, see some suggestions for AMUSING things to do

It is pitch dark, and you can't see a thing.

for a while, but don't achieve much.

You can only get into something freestanding.

Darkness, noun. An absence of light to see by.

seem to be something you can unlock.

seem to be something you can lock.

This dangerous act would achieve little.

Nothing practical results from your prayer.

The dreadful truth is, this is not a dream.

Digging would achieve nothing here.

You jump on the spot, fruitlessly.
You would achieve nothing by this.
There's nothing suitable to drink here.
But there's no water here to carry.
Real adventurers do not use such language.
Violence isn't the answer to this one.
There's not enough water to swim in.
That would be less than courteous.
Is that the best you can think of?
You lack the nerve when it comes to the crucial moment.
I don't think much is to be achieved by that.
You aren't feeling especially drowsy.
You discover nothing of interest in
Your load is too heavy. You will have to leave something behind.
Although there is no light, the room seems dimly illuminated.
If you wish, but I can't understand why??
If there is a problem here, it is unintentional.
Unfortunately, you were holding it at the time.
Climbing the walls is of no avail.
Well, for one, you are playing Zork....
Kicking a X
with your bare hands is suicidal.
X is open, but I can't tell what's beyond it.
Trying to destroy a X
The water enters but cannot stop
All of the objects spill onto the floor.
You can't go there without a vehicle.
You talk to yourself a while.
Nothing is on sale.
This provokes no reaction.

It is now pitch dark in here!
It's not really tied, but....
The door swings shut and closes.
Come, come!
You see only darkness.
You need no light to guide you.
You have no possessions.
You are dead.
and objects appear indistinct.
Your prayers are not heard.
You can't do even that.
Haven't you done enough already?
Feature.
That's right.
Your adventure has netted

LIST OF TREASURES

- Don Woods Stamp
- Red Crystal Sphere
- Clockwork Canary
- Beautiful Brass Bauble
- Stamp
- Crown
- Priceless Zormid
- Ivory Torch
- Ruby
- Blue Crystal Sphere
- Gold Card
- Jade Figurine

- Sapphire Bracelet
- Huge Diamond
- Statue
- Pot of Gold
- Large Emerald
- Gold Coffin
- Jewel-Encrusted Egg
- Painting
- Portrait of J. Pierpont Flathead
- Chalice
- Trunk of Jewels
- Stack of Zorkmid Bills
- Crystal Trident
- Platinum Bar
- White Crystal Sphere
- Grail
- Pearl Necklace
- Tin of Spices
- Fancy Violin
- Bag of Coins

DUNGEON ENEMY STATS

Troll Strength=2 (beast weapon=sword)

Thief Strength=5 (best weapon=knife)

Cyclops Strength=10000

DUNGEON ITEM WEIGHTS (IN POUNDS)

ITEM	WEIGHT	HOLD WEIGHT
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Bag of Coins	15	
Balloon		100
Balloon, Broken	40	
Basket		50
Bell	5	
Bell, Red-Hot	5	
Beautiful Brass Bauble	5	
Birds' Nest	20	20
Black Book	10	
Bloody Axe	25	
Blue Crystal Sphere	5	
Blue Label	1	
Book (purple, white, etc)	2	
Box (safe with crown)	10000	15
Brick	2	
Broken Sharp Stick	3	
Broken Timber	50	
Brown Sack	3	15
Burned-out Lantern	20	
Cake (orange, red, blue)	4	
Cake, "Eat Me"	10	
Card	1	
Carpet	10000	
Chalice	10	5
Clockwork Canary	5	
Clockwork Canary, Broken	5	
Clove of Garlic	5	
Coke Bottles	15	

Crown	10	
Crystal Trident	20	
Dented Steel Box	40	20
Don Woods Stamp	1	
Fancy Violin	10	
Flathead Stamp	1	
Free Brochure	30	
Glass Bottle	5	4
Glass Flask	10	5
Gold Card	4	
Gold Coffin	55	35
Grail	10	5
Green Piece of Paper	3	
Hand-Held Air Pump	5	
Hole (to box/safe)	10000	10
Huge Diamond	5	
Hunk of Bat Guano	20	
Keyhole		12
Ivory Torch	20	
Jewel-Encrusted Egg	6	6
Jewel-Encrusted Egg, Broken	6	6
Knife	5	
Lamp	15	
Lamp, Broken	5	
Large Case	10000	
Large Emerald	5	
Leaflet	2	
Lunch	5	

Machine	10000	50
Mailbox		10
Matchbook	2	
Newspaper	2	
Note of Warning	4	
Painting	15	
Pair of Candles	10	
Pearl Necklace	10	
Piece of Vitreous Slag	10	
Pile of Leaves	25	
Platinum Bar	20	
Plastic Inflatable Boat	20	
[Hole Plastic Boat]	20	
[Magic Boat]	20	100
Portrait of J. Pierpont Flathead	25	
Pot of Gold	15	
Priceless Zorkmid	10	
Quantity of Water	4	
Red Buoy	10	20
Red Crystal Sphere	5	
Rope	10	
Ruby	5	
Rusty Iron Key	5	
Rusty Knife	20	
Sapphire Bracelet	10	
Screwdriver	5	
Set of Skeleton Keys	10	
Shovel	15	

Small Pile of Coal	20	
Small Slot (in puzzle)		4
Stack of Listings	70	
Stack of Zorkmid Bills	10	
Statue	8	
Steel Cage, Mangled	60	
Stiletto	10	
Sword	30	
Tan Label	2	
Tin of Spices	8	
Tour Guidebook	5	
Trophy Case	10000	10000
Trunk of Jewels	35	
Tube	10	7
Viscous Material	6	
Welcome Mat	12	
White Crystal Sphere	10	
Wire Coil	1	
Wooden Barrel	70	100
Wooden Bucket	100	100
Wrench	10	